



DRAGON-CON

Atlanta X September 1-4, 2006 X Update 1

20th
ANNIVERSARY

PROGRESS
REPORT

INSIDE:
Gun Blazing Information on
The Largest Sci-fi/Fantasy/Pop Culture
Convention in the World!

FEATURED GUESTS

Dragon*Con 2006 proudly presents the finest names in the Sci-fi/Fantasy/Comics/Gaming world!



Adam Baldwin

Robert Asprin

While Robert has written some standalone novels such as *Cold Cash War*, *Tambu* and *The Bug Wars* and also the Duncan and Mallory Illustrated stories, he's best known for his series fantasy, such as the *Mythadventures of Aahz and Skeeve*, the *Phule* novels, and, more recently, the *Time Scout* novels written with Linda Evans. He also edited the groundbreaking *Thieves World* anthology series with Lynn Abbey. His most recent collaborations include *License Invoked*, written with Jody Lynn Nye.

Erick Avari

Erick is a British-Indian actor who is best known for his roles in films such as *Stargate*, *Independence Day*, *The Mummy* and *Planet of the Apes*. He has also made guest appearances on *Law & Order*, *Star Trek: The Next Generation*, *Star Trek: Deep Space Nine*, *Star Trek: Enterprise*, *The X-Files*, *Babylon 5*, and *Alias*.

Erick had a recurring role on *Stargate SG-1* where he played Kasuf. He and Alexis Cruz, who played Skaara, Kasuf's son, are the only two actors to appear in both the original *Stargate* movie and the spin-off series *Stargate SG-1*.

Adam Baldwin

"He robbed from the rich, and he gave to the poor. Stood up to the man and gave him what for. Our love for him now ain't hard to explain. The hero of Canton, the man they call Jayne." Yes, for all Firefly fans, we've got Jayne Cobb.

Adrienne Barbeau

Film audiences know her best from *The Fog*, *Escape from New York*, *Swamp Thing*, *Cannonball Run*, *Creepshow*, *Back to School*, *Two Evil Eyes*, and *The Convent*. Off camera, Adrienne is the voice of Catwoman in *Batman, the Animated Series* and she has just completed a collection of stories about her life titled *There Are Worse Things I Could Do*.

Tory Bellici

Now part of the *Mythbusters*' build team, Tory has worked at George Lucas' special-effects division, Industrial Light and Magic; one of his biggest projects there was building models for the most recent *Star Wars* trilogy The Federation battleships



Erick Avari

and podracers you see in *The Phantom Menace* and *Attack of the Clones* are some of Tory's finest pieces of work. Tory's other special-effects work can be seen in the *Matrix* trilogy, *Van Helsing*, *Peter Pan*, *Starship Troopers*, *Galaxy Quest* and *Bicentennial Man*.

Nicholas Brendon

Nicholas, who received critical and popular acclaim for his portrayal of sensitive, wisecracking Xander Harris on *Buffy the Vampire Slayer*, turned to acting when his aspirations of playing professional baseball were squelched by a serious arm injury. He has two projects in the works — *Unholy*, a feature film that's in postproduction, and *Alien Fire*, a TV movie for the Sci-Fi Channel.



Nicholas Brendon

Dan Brereton

Dan is an award winning and critically acclaimed painter, illustrator and comics writer from the West Coast. He is best known for his work on *Nocturnals*, a comic book property he created ten years ago, which is now published in various volumes by Oni Press and can best be described as "Spooky Noir Superheroes."

Roger Bumpass

Rodger Bumpass is a voice actor with credits in cartoons stretching back to a 1962 appearance on *The Jetsons*. Present-day viewers know him as the voice of Squidward Tentacles on the Nickelodeon animated series *SpongeBob SquarePants*, Dr. Light on *Teen Titans*, and Professor Membrane on *Invader Zim*.

Kari Byron

While Kari was studying film and sculpture at San Francisco State University, her parents were wondering what kind of job she'd actually end up with in the real world. She'd be writing, directing and starring in B-level schlock-horror films one day; the next she'd be sculpting intricate model dragons for *Dungeons & Dragons* fans. Luckily for us that all turned out to be perfect training for the world of *MythBusters*!



James Callis

James Callis

James made his West End debut in *Old Wicked Songs* alongside Bob Hoskins in 1996, earning the London Critics' Circle's Jack Tinker Award for Most Promising Newcomer. He broke into television in 1996 with a guest role on the British series *Murder Most Horrid* and with a recurring role in the ensemble of the long-running U.K. drama *Soldier Soldier*. James is currently portraying the insane genius Dr. Gaius Baltar in The Sci-Fi Channel's new version of *Battlestar Galactica*.



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Update #1, 2006

Century Guild Arts will be publishing three hardcover volumes collecting all the existing *Nocturnals* stories. A new *Nocturnals* mini-series, *Nocturnals: The Sinister Path*, will also be hitting the shelves after the release of the third hardcover volume.

Original *Nocturnals* Cover Art
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CONTENTS

Featured Guests.....	2
Additional Guests	15
Announcements.....	16
Programming	17
Attending Dealers/Exhibitors	26
Registration Form	28
Host Hotels	29
Performances	30
Special Features.....	33
Contests.....	33
Events:	
Art Show & Print Shop	35
Charity Auction.....	35
Comic Artists Reception.....	35
Independent Film Festival.....	35
Gonzo Film-O-Rama.....	36
Guest of Honor Banquet.....	36
Late-Night Entertainment.....	36
Dragon*Con Parade	36
Video & Film Rooms	37
Wrestling.....	37
Writer's Workshop	37
Services:	
Child Care.....	38
Disability Services.....	38
Hospitality Suite/ConSuite	39
Information Desk.....	39
Tournament Gaming	40
Board Gaming.....	41
Collectible Card Gaming (CCGs).....	42
Computer Gaming	45
Game Panel Programming	45
LARPS	46
Miniature Gaming	51
Role-Playing	52
RPGA Role-Playing	52
RPGA Events Grid	56



Yvonne Craig

Dwayne Cameron

Dwayne's most recognizable role is that of the loner-with-a-soul (and skateboard), Bray, on the cult-hit television show *The Tribe*. In his three seasons on the show Dwayne created what remains one of the most popular characters among a large and talented ensemble cast.

Yvonne Craig

Yvonne made numerous television guest appearances in the 60's and 70's in shows such as *Star Trek*, *The Man from U.N.C.L.E.*, *Land of the Giants*, *Voyage to the Bottom of the Sea*, *My Favorite Martian*, *Dr. Kildare*, *Ben*

Casey, *Dobie Gillis*, *The Mod Squad*, *My Three Sons*, and *The Wild Wild West*. She is most famous, however, for her role as Batgirl in the *Batman* TV series.

Denise Crosby

Denise created the role of Lt. Tasha Yar on one of the most popular TV series ever, *Star Trek: the Next Generation*. She later returned to play Tasha's daughter, Sela, a role she helped create. Recently, Denise has worn a different hat as producer and host of the feature documentary *Trekkies* released by Paramount Pictures. Teaming up once more with director Roger Nygard, they have recently completed the sequel, *Trekkies 2*.

Anthony Daniels

Anthony brought his English accent to *Star Wars* in 1977 and filled a gold-plated droid named C3PO with endearingly human qualities. His *Star Wars* roles off-screen include the original radio dramas of *Star Wars* and *The Empire Strikes Back*. He also contributed his talents to the audiotapes of *Dark Force Rising* and *The Last Command*.

Don S. Davis

Don is best known for playing Major General/Lieutenant General George S. Hammond in the science fiction television series *Stargate SG-1*, and earlier for playing Major Garland Briggs on the television series *Twin Peaks*. Not satisfied with just acting, he is also a visual artist, spending most of his free time painting or carving.

Warwick Davis

Though he got his start as Wickett, the Ewok in *Star Wars: Return of the Jedi*, Warwick is perhaps best known for his portrayal of Willow, in the movie of the same title. He also starred in the BBC television production of *The Chronicles of Narnia*.

Bill Dow

Bill is an award winning actor and director in theatre, film, and television, with scores of



Anthony Daniels



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credits over a long and varied career. Currently appearing in two hit television series, Bill is a versatile and sought after performer. As Dr. Lee on *Stargate SG-1* he is the passionate, though sometimes slightly befuddled man of science who does his best to assist the warriors of Stargate Command; while on *Da Vinci's Inquest*, the award winning Canadian Drama, he plays Russ Hathaway, the mayor of Vancouver.

Phil Foglio

Phil has done comics for DC, Marvel, Comico, First Comics, Dark Horse and WARP. He created *What's New* for *Dragon* magazine. As well as *Illegal Aliens*, he's sold a short story or two, and has scripted several comic series about battleships in space, superheroes, giant robots, talking gorillas and five year old children. *Xenophile* was nominated for the prestigious Eisner Award, has been translated into Swedish, and is the basis for the first adult trading card game.

Mira Furlan

Most recently seen as the mysterious Danielle Rousseau on the hit TV series *Lost*, Mira also starred in the Warner Brothers TV series *Babylon 5* as Ambassador Delenn, and has received the Sci-Fi Universe award for the Best Supporting Actress in a Genre TV Series for that role.

Stephen Furst

Babylon 5's Vir Cotto, Stephen Furst caught the public's attention in the classic comedy film *National Lampoon's Animal House* as fraternity brother Flounder. He also appeared for five years on the critically acclaimed television series *St. Elsewhere* as Dr. Elliot Axelrod. Now that *B5* has come to an end, Stephen has expanded on his directing and acting skills, directing the feature film Baby Huey's Great Easter Adventure and providing character voices for *The Little Mermaid II: the Return to the Sea* and *Buzz Lightyear of Star Command: the Adventure Begins*.

Summer Glau

Newcomer Summer is a premier ballerina from San Antonio, TX. She has appeared on *Angel* in the episode "Waiting in the Wings," which

was directed by creator Joss Whedon. He liked her so much, that he wanted to cast her to be in his new series, *Firefly* as one of the title characters River, whose character is the focus of the hit movie *Serenity*.

Mark Goddard

In 1959, after only three weeks in Hollywood, Mark signed a contract with Aaron Spelling to play the continuing role of Cully in the series *Johnny Ringo*. Following *Johnny*



Mira Furlan



Summer Glau



2006

1

SEPTEMBER



Erin Gray

Ringo, he spent the next three years on *The Detectives* before landing his most famous role as Major Don West on *Lost in Space*.

Steve Gonsalves

In 2001, Steve started his own team of investigators called New England Paranormal. Shortly thereafter he teamed up with Jason Hawes and Grant Wilson, the founders of The Atlantic Paranormal Society (TAPS), and was chosen to be part of their budding television series, *Ghost Hunters*. He is the detective on *Ghost Hunters*, a former cop, who patrols the dark corners of homes, museums,

jails and even ships across the entire United States, looking for or debunking the paranormal.

Grant Daniel Gould

Grant is a Minnesota-based artist known for his Topps Sketch Card work for the "Revenge of the Sith" set and "The Lord of the Rings: Evolution." In 2006 he will make his professional comic book debut as the illustrator for a new series published by Red 5 Comics.

Erin Gray

Erin redefined our public image of the beauty with brains, when *Buck Roger in the 25th Century* became a hit series, her sleek sophisticated "Colonel Wilma" became a role model, and Erin Gray became a household word. For five years on NBC TV, she was the American public's image of the ideal woman. Her "Kate" in *Silver Spoons* managed to have it all – marriage, family, and business career.

Dean Haglund

Dean is probably best known for his nine seasons playing Langly, one of the computer geeks known as "The Lone Gunmen" from the hit FOX TV series *The X-Files*. He also starred in the *The X-Files* spin-off series *The Lone Gunmen*. He appears on trading cards, t-shirts and even has his own comic book (*The Lone Gunman* published by Dark Horse Comics).

Andy Hallett

When *Buffy the Vampire Slayer* creator Joss Whedon saw Andy singing in a Universal City blues revue, Whedon conceived the character of The Host, an anagocic demon who reads people when they open up through singing karaoke. Hallett was invited to try out and got the part, his first job ever as an actor. Andy has enjoyed working on the series *Angel* and has been known to help his fellow cast mates out with their own Karaoke singing.

Brian Harnois

Brian Joseph Harnois is one of the Technical



Dean Haglund



8

DRAGON
CON

Advisors and Case Managers (with Steve Gonsolves) of The Atlantic Paranormal Society (TAPS), based in Warwick, Rhode Island, and one of the stars of the Sci-Fi Channel's *Ghost Hunters*, which as of 2006 is now beginning its 3rd season. He is a former security police officer for The United States Air Force who joined the group in 1999.

Richard Hatch

As an actor, Richard Hatch has enjoyed international recognition for more than two decades. He has starred in such series as *The Streets of San Francisco* for which he won Germany's Bravo Award, the equivalent of an Emmy Award, and *Battlestar Galactica*, for which he was nominated for a Golden Globe Award. These two series continue to play throughout the world today.



Virginia Hey

Jason Hawes

TAPS (The Atlantic Paranormal Society) is headed by Jason, one of the lead members of *The Ghost Hunter Team*, and Grant Wilson and includes a close-knit group of paranormal researchers. Built on Jason and Grant's mutual interest in getting to the bottom of everyday, paranormal occurrences, TAPS is an eclectic but unified bunch - and certainly not what you'd expect to find at the forefront of paranormal investigation.

Tom Hern

Tom, who portrays the pivotal character Ram in Seasons 4 and 5 of Cloud 9's international cult teen series *The Tribe*, is a gifted actor and a rising star. He has a wide range of acting experience in television and on stage, including Cloud 9's *Revelations* series. He has also been a distinguished children's television presenter.

Virginia Hey

Virginia's career began following her big screen debut with Mel Gibson in the film classic *Mad Max 2: Road Warrior*. Since then, Virginia has also appeared with numerous international stars, including George C. Scott in *Mussolini*, Heath Ledger in *Roar*, James Bond 007 Timothy Dalton in *The Living Daylights*, Oliver Reed in *Castaway* and Christopher Atkins in *Signal One*. However, it is her role as Pa'u Zotoh Zhaan on the popular science fiction television show *Farscape* that won her the nomination for "Best Supporting Actress" on television by the 26th Annual Saturn Awards of America.



Grant Imahara

Grant Imahara

Before becoming a *Mythbuster*, Grant Imahara was an animatronics engineer and model maker for George Lucas' Industrial Light & Magic in Marin County, California. He specialized in electronics



2006

SEPTEMBER 4



Gary Jones

and radio control at the ILM Model Shop, and has credits on numerous movies, including *Jurassic Park: the Lost World*, *Star Wars: Episode I*, *Galaxy Quest*, *AI: Artificial Intelligence*, *Star Wars: Episode II - Attack of the Clones*, *Terminator 3: Rise of the Machines*, *Matrix: Reloaded and Revolutions*, and most recently, *Van Helsing* and *Star Wars: Episode III*.

Gary Jones

Gary knew that he'd truly joined the *Stargate SG-1* team the day his face showed up on a trading card. Well, not exactly joined them as in, through the gate. More like, joined them, as in, Richard Dean Anderson finally started calling him by his character name of, "Walter". Granted, it took eight seasons and countless readings of, "Chevron Locked," to get a name but Gary has actually been there from day one on the pilot of this little sci-fi juggernaut we like to call, *Stargate SG-1*.

Christopher Judge

Christopher is perhaps best-known to genre audiences for his portrayal of Teal'c on the television series *Stargate SG-1*, a series for which he wrote the episodes "The Warrior" and "Changeling." Teal'c, an alien warrior who formerly served the Goa'uld Apophis as "First Prime," joined our heroes in the pilot after helping them escape. A character of great honor, Teal'c is driven by his desire to free his people from the Goa'uld.

John Kelley

John Kelly has acted since High School through college in productions such as *Come Back Little Sheba*, *One Flew Over the Cuckoo's Nest*, and *Cat on a Hot Tin Roof*. He has been involved with *Star Trek: New Voyages* almost since the beginning, as a producer and actor. He auditioned and won the role of the Dr. Leonard McCoy.

Sherrilyn Kenyon

With more than four million copies of her books in print in fifteen languages, New York Times best-selling author Sherrilyn Kenyon burst onto the publishing scene with her crossover SF novel *Born of the Night*, an out of print novel that now, ten years after publication, is deemed the Holy Grail by her fans. But it was her groundbreaking Dark-Hunter vampire novels that catapulted her into superstardom, making her series one of the most eagerly awaited in publishing history.

Scott C. Kolden

At eight, Scott found himself in the starring role as Joey in *Joey and the Whale* (aka *A Whale of a Tail*) along with William Shatner and Marty Allen. Over the next few years Scott would do over 50 commercials and



Christopher Judge



10
DRAGON
CON

two movies for Disney. At the veteran age of eleven, Scott got a call from Johnny Whitaker who invited him to be a part of Sid & Marty Krofft's *Sigmund and the Sea Monsters*. The show's success took it to three seasons. Although acting in the show was fun for Scott, he found more pleasure in the 'behind the scenes' activities. If Scott wasn't in the current scene, he would either be running one of the cameras, or he was playing puppeteer under a fake rock being the Ooze family's pet lobster, Prince.

Marta Kristen

Marta had just finished an episode of *The Greatest Show on Earth* and was filming the role of Lorelei the mermaid in *Beach Blanket Bingo* when she was called in to meet with Irwin Allen. After meeting Marta, Allen was determined to have her play the role of Judy Robinson in his new series, *Space Family Robinson*.

Marty Krofft

Marty and Sid Krofft are a sibling team of prolific television producers who were very influential in children's television and music/variety television, particularly throughout the 1970s and early 1980s. The Kroffts' producing career began in 1969 with the landmark children's television series *H.R. Pufnstuf*. Particularly visionary and popular, Krofft productions have included *Land of the Lost*, *Electra Woman and Dyna Girl*, *The Bugaloos*, *Lidsville*, and *Sigmund and the Sea Monsters*.

James Leary

James best known for his role as Clem, the loose-skinned demon on *Buffy: the Vampire Slayer*, recently co-wrote, co-starred, and co-produced his first short film entitled *Stunt C*cks*, a good-natured spoof of the adult film industry, which had its world-premiere last year at the Florida Film Festival.

Brandy Ledford

Brandy starred as Doyle, the crew's loyal android on *Andromeda*, however, she's no stranger to the television screen, having been a lead in the mega television hit, *Baywatch: Hawaii* for two seasons, as well as a series regular on the syndicated hit *The Invisible Man*. Ledford has also appeared in many television guest starring roles on such hits as *Smallville*, *The Drew Carey Show*, *Married... with Children*, and *Stargate SG-1*.



Katie Leung

Katie Leung

Katie is a Scottish actress who plays the character of Cho Chang, Harry Potter's love interest in Books 4 and 5, in the film version of the J. K. Rowling novels, *Harry Potter and the Goblet of Fire*, and *Harry Potter and the Order of the Phoenix*.



Brandy Ledford



2006
SEPTEMBER 4



Matthew Lewis

Matthew Lewis

Matthew has been acting since he was five years old, though he started off with minor parts in television programs; he is best known for his portrayal of Neville Longbottom in the *Harry Potter* film series.

Traci Lords

The new millennium is proving to be a coming out party for actress Traci Elizabeth Lords. She received the Best Actress award at the U.S. Comedy Arts Festival for her starring role in the romantic comedy *Chump Change*. She also starred in the enormously popular Sci-Fi Channel

adventure series *First Wave*, where she shone in the role of Jordan Radcliffe, the mysterious and sexy leader of a militia force known as the "Raven Nation" that was fighting off the alien invasion of Earth.

Rachel Luttrell

Rachel played Veronica Beck in the CBC series *Street Legal* and later appeared in guest roles on *ER*, *Charmed*, *Forever Knight* and other television series. She currently plays Teyla Emmagan, an alien warrior on *Stargate Atlantis*.

Peter Mayhew

Peter's appearance in *Sinbad and the Eye of the Tiger* led to an audition for *Star Wars* and his life was changed forever. He has since portrayed Chewbacca, the faithful 200 year-old Wookiee, in all three of the original Lucas classics. He reprised the role of our beloved "Chewie" in *Star Wars: Episode III - Revenge of the Sith*.

Lee Meriwether

Lee is perhaps most famous for portraying Catwoman in the 1966 *Batman* movie. She co-starred as scientist Dr. Ann MacGregor in the television series *The Time Tunnel*. Also noteworthy is her co-starring role as Betty Jones in the television series *Barnaby Jones* opposite Buddy Ebsen, as well as her appearances in episodes of *Duckman*, *Dark Justice*, *Time Express*, *The Immortal*, *Mission: Impossible*, *Land of the Giants*, *Star Trek*, *The Fugitive*, and many more.

Hayley Mills

In 1959, Hayley entered Disney's orbit, and the producer placed her into the most meticulous and artistic live-action film in his studio's history up to that time: *Pollyanna* (1960). The movie transformed Mills from a precociously talented juvenile player into a full-fledged star, and earned her an Academy Award for her performance. Mills' biggest success for Disney turned out to be her next feature, *The Parent Trap* (1961). This movie, about a set of estranged



Rachel Luttrell



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identical twin sisters who conspire to get their divorced parents back together, gave the 15-year-old actress the chance to play two separate characters, with two distinctly different personalities.

Erin Moran

Erin was cast in 1974 to play Joanie Cunningham on the sitcom *Happy Days*. Joanie, in her twenties, married Charles "Chachi" Arcola, played by Scott Baio, and had their own spin-off series, *Joanie Loves Chachi*. When this series was cancelled in 1983, she returned to *Happy Days* for the final season.



Lee Meriwether

Don Most

Don is best known for his role as Ralph Malph on the long-running television series *Happy Days*. In 1983, he was the voice of Eric Cavalier on the *Dungeons & Dragons* animated series. Several years later, he appeared in the movie *Stewardess School*. He has also appeared in episodes of *CHiPs*, *Murder She Wrote*, *Baywatch*, *Sliders*, *Dark Skies*, and *Star Trek: Voyager*. He made his feature directing debut with an independent film entitled *The Last Best Sunda*, which won the Best Feature Film Award at Telluride Indiefest.

Ray Park

It's often hard to believe that the man behind that red and black tattoo make-up is Scotland's Ray Park. Many who have met him describe him as a "mild-mannered" and "soft-spoken" person, a far cry from his Sith alter ego. As a martial arts expert with little experience in acting, *The Phantom Menace* created a huge group of fans for Park.

George Perez

When George was then given the penciling assignments for *Fantastic Four*, *The Avengers* and *The Inhumans*, the young artist's reputation for successfully handling group books was developed. It would be his forte for most of his career and would cross over upon his departure from Marvel to DC Comics. There he drew *Justice League of America* and co-created with Marv Wolfman what would become arguably his most successful and best remembered series, *The New Teen Titans*. With

The Avengers and *Fantastic Four*, George had developed a strong fan-following. With *Titans*, his star blazed brighter than ever.



Ray Park

David Prowse

David Prowse parlayed a reputation as the best-known 'heavy' in modern British show business into the role of Darth Vader – and became a symbol of villainy for a whole generation of film-goers. "Darth's the bad guy," he smiles at the thought. "And everyone knows it."





George A. Romero

Claire Rankin

Though Claire is perhaps best known as Dr. Kate Heightmeyer on the hit sci-fi show *Stargate Atlantis*, she has also made appearances on *Charmed*, *Relic Hunter*, *Outer Limits*, *The Drew Carey Show*, *Star Trek: Voyages*, and *Forever Knight*.

Matt Robinson

Matt started out his acting career with various plays at Swansea University in Wales before joining a small theater company. He then took on various classic Shakespearean roles, a few UK short films before starring in the New Zealand cult classic television show *The Tribe*.

George A. Romero

George A. Romero is a pivotal figure in the development of the contemporary horror film. His first feature, *Night of the Living Dead*, redefined the genre, not only with its explicit violence, but with a satirical view of American society that reflected the turmoil of the times. Ethnically and sexually integrated, anti-macho, and always skeptical of conventional wisdom, Romero's work epitomizes the progressive wing of a sometimes reactionary genre.

Charles Root

In 2002, Charles rekindled a friendship with James Cawley and eventually joined *Star Trek: New Voyages* as a production assistant, where he eventually landed the role of Montgomery Scott. More recently, Charles plays a General in the upcoming zombie film *Operation Dead 1*, shot entirely in the Atlanta area.

Tom Savini

While teaching and attending Carnegie Mellon University under a fellowship, Tom designed and executed the special make-up effects, played a role, and performed the stunts for George Romero's *Martin* and *Dawn of the Dead*. After that, he was besieged by producers who let him create innovative and shocking effects in such films as *Friday the 13th: Part 1* and *Part 4*, *Texas Chainsaw Massacre 2*, *Monkey Shines*, *Necronomicon*, and *Night of the Living Dead*.

Kiran Shah

At just 4' 1", Kiran is officially a *Guinness World Record* holder for being the Shortest Stuntman in Film in the World. Most recently Ginarrbrik, the White Witch's sleigh driver in *The Chronicles of Narnia: The Lion, The Witch, and The Wardrobe*, Kiran has been seen in *Lord of the Rings* as the stunt double for Elijah Wood's Frodo; Blunder in the movie *Legend* and Abu in *Indiana Jones: Raiders of the Lost Ark*;



Kiran Shah



14
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and done stunt work in *Star Wars: Episode VI - Return of the Jedi*, *Dark Crystal*, *Braveheart*, *Titanic*, *James Bond*, *Superman I & II*.

Cliff Simon

Cliff started out as an international and Olympic qualifying swimmer and a national gymnast in England, then worked in Europe for twelve years as a professional model and dancer, and performed for a year at the Moulin Rouge in Paris as an acrobat dancer and understudy to the principal singer. After moving to the United States in 2000, he worked on various projects before landing the role as Ba'al in *Stargate SG-1*.



Kevin Sorbo

Kevin Sorbo

Kevin rose to international stardom in the title role of the hit series, *Hercules: the Legendary Journeys*, but has become equally well known as Dylan Hunt in the science-fiction series, Gene Roddenberry's *Andromeda*. In 1997, Kevin made his feature film debut with *Kull the Conqueror*. In addition to acting, Kevin is the spokesperson for "A World Fit for Kids," a non-profit organization that provides gang, drug and dropout prevention programming to kids at risk.

Tony Todd

Tony's movie credits include *Platoon*, *Night of the Living Dead*, *Candyman*, and *The Rock*. Todd co-starred in both *Final Destination* and *Final Destination 2* and is well known for his portrayal of Worf's brother Kurn on *Star Trek: The Next Generation* and *Star Trek: Deep Space Nine*.

Alan Tudyk

Best known for his portrayal of the ship's pilot Wash in the television series, *Firefly* and its follow up movie, *Serenity*, Alan has also had notable roles in *Patch Adams*, *28 Days*, *A Knight's Tale*, *Ice Age*, *Ice Age 2: the Meltdown*, and Sonny in *I, Robot*.

Kate Vernon

Best known for her role as Lorraine Prescott on the CBS soap opera *Falcon Crest*, and for her role as Benny Hanson in the comedy film

Pretty in Pink, Kate is currently playing the scheming Lady Macbeth-like Ellen Tigh on *Battlestar Galactica*.



Alan Tudyk

Billy West

One of the top voices in the business, Billy has not only supplied the voices for Ren & Stimpy, Bugs Bunny, Elmer Fudd, Porky Pig and Tweety, but he's also the voice of Fry, Dr. Zoidberg, Professor Farnsworth and Zap Brannigan on *Futurama*. Oh yeah – he's also the voice of the Red M&M and





Anson Williams

Popeye. Once a featured player on the *Howard Stern Show*, he was also doing Nickelodeon's *Doug*, as Doug and Roger Klotz, the neighborhood bully.

Johnny Whitaker

Johnny was the only 6 year-old who screen tested for the role of Jody Davis on the television series *Family Affair*, which originally was supposed to be for a 10 year old boy, but when the producers saw the chemistry between Johnny and Anissa Jones (Buffy), they promptly rewrote the parts for 6 year old twins and a television legend was born!

Anson Williams

Anson is best known for his role as Warren "Potsie" Weber on the long-running hit television series *Happy Days*. He has directed many episodes of television shows, including episodes of *Beverly Hills 90210*, *Melrose Place*, *Star Trek: Deep Space Nine*, *Star Trek Voyager* and *Charmed*.

Grant Wilson

TAPS (The Atlantic Paranormal Society) is headed by Jason Hawes and Grant Wilson and includes a close-knit group of paranormal researchers. Built on Jason and Grant's mutual interest in getting to the bottom of everyday, paranormal occurrences, TAPS is an eclectic but unified bunch. They're neither Ph.D. scientists nor zany, theatrical hotline psychics. When he's not hunting ghosts on the hit series, *Ghost Hunters*, Grant enjoys whipping up a mean Italian dish, writing songs on the piano and guitar and penning a 25-volume series of high-fantasy novels.

Laura Wilson

Since Laura's recurring guest role in *The Tribe* Series II she has become core cast in Series III and IV. She also had a lead role in Cloud 9's - *Atlantis High*, and had a guest role in *Revelations*.

Marv Wolfman

Marv has created more characters that have gone on to television, animation, movies and toys than any other comics creator since Stan Lee. Marv is the writer-creator of *Blade*, the *Vampire Hunter* which has been turned into three hit movies starring Wesley Snipes, as well as Bullseye, the prime villain in the movie *Daredevil*. Marv also co-created the *New Teen Titans* which has become a runaway hit show on the Cartoon Network. His character, Cat Grant, was a regular on the *Lois And Clark*, *The New Adventures of Superman* TV series. Other characters have appeared on *Lois and Clark*, *Smallville* as well as many animated series.



Marv Wolfman



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Steven R. Addlesee
Captain Lou Albano
Heather Alexander
Kevin J. Anderson
Stephen Antczak
Jeff Austin
Charles Band
Leslie Banks
James Bassett
Peter S. Beagle
Davey Beauchamp
Dr. John Bradford
Timothy Bradstreet
Jennie Angela
Breden
John Bridges
James Cawley
A. C. Charania
Kariann Childs
Julie Cochrane
Ann C. Crispin
Joe Crowe
Cynthia Cummens
Peter David
Keith R.A.
DeCandido
Paul Dini
Chuck Dixon
Debra Dixon
Bill Fawcett
Al Feldstein
Glenda Finklestein
Rob Fitz
Bill Fogarty
Eugie Foster

Frank Fradella
Esther Friesner
Diana G. Gallagher
Dr. Kevin R. Grazier
Eric Griffin
David Harmer
Tracy Hickman &
Laura Curtis Hickman
Bill Holbrook
Eva Hopkins
Dr. Stephen D. Howe
Matt Hughes
Ben Hunzeker
The Iron Sheik
Brandon Scott Jerwa
Caitlin Kiernan
Nancy Knight
Stephen & Suzie
Lackey
Marianne LaCroix
Mur Lafferty
Rosemary Laurey
Brad Linaweaver
Joseph Michael
Linsner
Todd Livingston
Kelly Lockhart
Marrus
David G. McDaniel
T. W. Miller
David Millians
Rebecca Moesta
Chris Moreno
John Mullaney
Ted Naifeh

Brian Nave
Rob Noxious
Jody Lynn Nye
Jana Oliver
Terri Osborne
James Palmer
Garrett Peck
Anne C. Petty
Dr. Phil Plait
Eric Powell
Jeff Quinn
Gary Raisor
John D. Ringo
John "The Gneech"
Robey
Michael Roddy
Charles Root
Tony Ruggiero
Philip Paul Sacco
Steve Scott
John C. Snider
Spat
Chris Staros
William 'Bill' Stout
Kathy Sullivan
Sean Taylor
David and Kelli
Wallace
Jean Marie Ward
Wendy Webb
Margaret Weis
Richard White
Blake Wilkie
Michael Wolff



ANNOUNCEMENTS

- ❖ ***Walk of Fame & Some Exhibitors to Move to the Atlanta Hilton Towers***
Due to renovations at the Marriott Marquis, the Imperial Ballroom will not be available for Dragon*Con as previously contracted. We will therefore be moving the Walk of Fame and the some of the exhibits to the Grand Salon in the Atlanta Hilton and Towers across the street. More information will be posted on the website as it becomes available.
- ❖ ***Shuttle Buses Travelling Between Host Hotels and Authorized Overflow Hotels, Only!***
Dragon*Con will once again be providing shuttle buses between the official host hotels (Hyatt Regency, Marriott Marquis, and Atlanta Hilton), and the authorized overflow hotels (please check the website for the most up to date list). The shuttles will run between these hotels only, and a map of the route will be provided in the Pocket Program.
- ❖ ***Photography Restriction Hours and Locations***
Due to restrictions set by the Fire Marshal, there will be no photography allowed on the Centennial Ballroom level of the Hyatt Hotel on Friday, Saturday, and Sunday evening from 7:00 PM until Midnight. This restriction applies ONLY to this floor and these hours. Photography of Fabrications, Dawn, and the Masquerade contestants will be available in a separate location. Please check your Pocket Program for details.

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PROGRAMMING

Now, with over 2500 hours of scheduled events in only four days, Dragon*Con 2006 promises to be our most exciting year ever!

Our exciting foray of regular events include, panels, seminars, workshops, film and anime showings, gaming, the Masquerade, Independent Film Festival, charity auctions, Exhibit Hall, Art Show, our now annual Parade and much, much more.

Thanks to the addition of the Atlanta Hilton, we are proud to present *four* new tracks this year: Podcasting, Sci-fi Fantasy Literature, Silk Road: Asian Cinema & Culture, and Star Gate: Offworld Fandom!

2500 hours.

Four days.

Don't blink.

PROGRAMMING TRACKS

American Sci-fi Media

As the American SF Media track enters its ninth year we're reminded that the only constant in life is change; it seems like only yesterday that *Stargate* was just a panel or two tucked away in our schedule, now it's all grown up and its own track, where does the time go? But with change comes opportunity as we add *Battlestar Galactica* to our roster of shows; with several discussion panels, appearances by President Baltar plus Project: Colonial Day expect this gritty re-imaging to have a significant presence this year.

We'll also have expanded coverage of *The 4400* and *Smallville*, guests from *Firefly* and *Andromeda*, a farewell to *Charmed* plus some retrospectives and a sneak peak at what the networks have in store for next season. With three months to go we're working on some additional items for the schedule, be sure to check us out when you get to the con, you never know what you might be missing...

Anime/Animation

Hello, welcome to the fourth year of the Anime Track at Dragon Con. This year we have alot of fun planned. We will have discussion panels on everything from Western Animation to Japanese Anime, and even a couple of panels on Sentai. Cosplay, always a favorite, is once again a featured event. For people interested in Cosplay, please send us an email so we can have an estimate of how many people will be involved in the contest and provide updated information. There will

also be an Anime 101 discussion panel this year, geared toward all fans but of special interest to parents, explaining Anime, the rating system, and guidelines for finding age appropriate material for different ages of children.

For the night owls, we will be having the Hentai Sleepover, so wear some pajamas!



Art Show Workshops & Forums

We are planning many exciting events for the 2006 Dragon*Con Art Show including the 5th annual Iron Artist contest, a large canvas on which all the artists can work (which will be sold at auction immediately following the competition), an art salon, making art with live models, live music, demos, how-to's, and other wonderful events. We will be hosting our annual Artists Reception on Friday night of the convention. Panel discussions and demonstrations are very important to the Art Show as well and the programming room for all Art Show programs is next to the main entrance of the Art Show.

Autograph Sessions

Each year, Dragon*Con assembles many of its willing guests for scheduled autographings (signings) in one area. Not every guest is willing - or able - to sign items, but we do inquire as to each guest's willingness to do so.

Some guests - usually screen stars - charge for autographs, but autographings staged in our Autograph Area are always free. Limitations on number and type of items may be made, generally at the request of the signer, and sometimes due to time considerations.

Autographs will be handled on a first-come, first-signed basis. We will promote equal access for handicapped persons but this does not exclude them from the first-come, first-served rule; as with other convention attendees they will get their autograph in order of their arrival. A place in line will be saved for them.

Line breakers will be excluded from that signing session. No weapons, peace-bonded or not, will be allowed in the lines. Holding places in line is not permitted. Wait at the start of the line for friends and family.

Please give others a chance to get their items signed, only the number of items allowed are to be signed.

British Sci-fi Media

Britain has led the way for media innovation, first with its BBC worldwide radio during WWII to being the first country with a national television network. Britain has inspired every aspect of our modern culture. Dragon*Con's British media programming continues this with an insightful exploration of every facet, fad and pop culture idiom of British culture, history and entertainment.

Our interests are broad and diverse, spreading across the genres of British film, TV, comics, music, animation and comedy. The Sun never sets on the Brittrack Empire! It is a huge fandom whose passions include: *Doctor Who*, *Blake's 7*, *Red Dwarf*, *Monty Python*, *Young Ones*, *Alan Moore*, *Hitchhiker's Guide to the Galaxy*, *the Prisoner*, *Sapphire and Steel*, *Warren Ellis*, *the Avengers*, *Fawlty Towers*, *Neil Gaiman*, *Sherlock Holmes*, *Shakespeare*, *Danger Mouse* and other cultural legacies of the United Kingdom. Heck, we even have *Whose Line* to appeal to the struggling comedian in everyone!

We in the Brit Track are a community of fans who like to have fun, play games and laugh! Visit our site at british.dragoncon.net for more details, and come have a great time!

Buffy: The Vampire Slayer

Take a BITE out of Dragon*Con at the 2006 Buffy Track!

This year will be the best ever with a weekend full of fun and games, nifty events, and spectacular guests - featuring original Scoobie Nicholas Brendan in his first Atlanta appearance.



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Join us as we reprise the Buffy Horror Picture Show and ever popular Sunnysdale Prom. Actor guests Andy Hallett and James Leary are so outrageously funny they should come with a warning label! Fans can take part in panels, interactive games or the video and fanfic contests.

All of this and more adds up to an action-packed, laugh-a-minute fan favorite Buffy Track weekend. See you there!

Comics Track

Dragon*Con consistently provides a large number of comics-related panels each year, and this year will be no exception. Additionally, publishers and creators will be on hand to discuss their work, and our Comics Artists Alley offers you a chance to see many of your favorites in one place. Join us for the Southeast's largest gathering of comics professionals, as well as many related talents from the realms of film, television, fantastic fiction and art.

Costuming Track

We just wanted to start things out by thanking everyone for their ongoing support for our fledgling series on panels. You have all been VERY complimentary and forthcoming in your praise and suggestions. Now it is time to begin everything again...



This year we have bigger and better things planned for the Dragon*Con 2006 Costume Track. We received many suggestions and have decided to implement as many as we can, but as always I am still looking for more items to fill the roster. Among the items we have planned are a series of panels on F/X makeup including panels on contact lenses and dental appliances. We are looking into people to contribute to these panels and will bring you more information as time goes by. We will again have SPAT on hand for more stories and situations from the SPAT*Cave and the world on independent film costuming. Additionally, we are planning panels to discuss Star Trek, Star Wars, and Harry Potter costuming in addition to a panel that allows us to share with you some of our past mistakes. We also have some panels planned to discuss fantasy, Renaissance, and Pirate costuming. And we will

again be bringing you the 2006 "Girls of the SPAT*Cave" Contest. This was such a grand success last year that we have decided to make it an ongoing project.

Electronic Frontiers Forum

Electronic Frontiers Forums is dedicated to online civil liberties and the hottest lifestyle trends in online media. We cover information age privacy, security, freedom of speech, intellectual property issues, and online activism. In addition, we discuss trends that bring people together in online spaces such as social networking, online publishing, and gaming. Topics we aspire to cover this year include domestic surveillance, network neutrality, social site hysteria, data retention, post-CDA prohibition of speech, and others. Returning favorite panels will include Hacking X01, Web Comics, Web Cam Girls, and Live Journal.

Visit www.efga.org for a list of previous year's panels and our upcoming schedule for 2006 when available. To make programming suggestions, contact Scott Jones at scott@aprr.org.



Filking

Filk Singing began life as a typographic error of "Folk Singing" in a convention program book back in the early 1960's. Instead of correcting the mistake, a new form of music called "filk" was created.

Filk songs come in two varieties - parodies of popular songs with an SF theme (or fantasy or horror, etc.) and original music with the same themes.

Join us each evening for the usual hilarity and throat-drying festivities.

Gothic Shadows

DragonCon's increasingly popular gothic/dark fantasy programming track returns for 2006. Now under the name "Gothic Shadows," the track will combine the best of the old with an eye towards the future.

Special appearances by international darkwave stars, acclaimed fantasy writers, and rising comic book talent will highlight the track, with more to be announced soon. Tentative subjects to

be discussed this year include the reality of vampirism, dark alternative fashion, ghost facts vs. fiction, and life as a musician. Check out the website at: groups.mspace.com/dragoncongothic for developments as they occur.



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Independent Film Festival and Track

Once again, The Film Track will be the place to be for filmmakers and film-lovers. Combined with our *Short Film Festival*, we'll be providing four days packed with film. We'll have panels on all aspects of filmmaking including Low & No Budget Filmmaking and Digital F/X. We'll even have our film critics discuss the best in genre cinema.

And we have a great lineup of speakers: Director and zombie-master George A. Romero, multit talented Tom Savini, and the chairman of Full Moon Entertainment, Charles Band. Of course there will be discussions on our *Short Film Festival* winners, with the makers of those films passing on their insights. And there will be time to mix and mingle with the people involved in the new wave of movie making. Plus, there will be films. Lots and lots of films. The very best in short and feature length films. Come join us if you want to learn more, want to make some contacts, or just want to enjoy what the screen has to offer.

<NEW> Podcasting

Welcome to Podcasting: Now and Beyond. Here, there are no limits to what can be created in the realm of Portable Media. In Podcasting you'll find a world rich in Science Fiction, Fantasy and original Speculative Fiction content like no other.

Are you already a fan? Our panels this year will include some of the most popular names in Podcasting from the likes of Geek Fu Action Grip, Slice of Sci-Fi, and The Signal to name a few.

Looking to start your own Podcast? We'll have Podcasting workshops taught by the authors of *Secrets of the Podcast Masters*, and *Podcasting For Dummies* to get you on your way, or just show you some new tips and tricks.

Are you an author looking for a new way to market your work? We'll have discussions with some of the most successful authors in the Podosphere on creating a Podiobook, publishing your Podcast material, or even turning your existing Podcast into a comic.

We'll also be hosting the First Annual Parsec Awards, dedicated to rewarding excellence in various aspects of Speculative Fiction Podcasting, Sci-fi & Fantasy Original Content, Podiobooks and a variety of other categories dealing with the new frontiers of Portable Media.

For details as they unfold, Podcasts of our featured panelists, as well as information on Podcasting and Portable media, see us online at: podcasting.dragoncon.net

This is just the beginning, so make sure and check your schedule and join us for Podcasting: Now and Beyond events at Dragon*Con 2006.

Reading Room

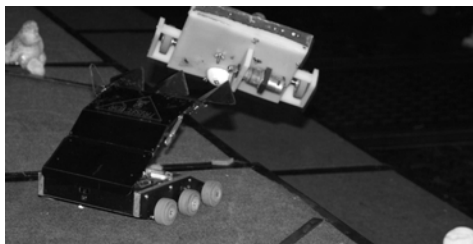
Offering readings by authors from their own works (and usually some discussion with the audience afterward), our past readers have included T.W. Miller, Janny Wurtz, Kevin J. Anderson, Jana Oliver, Karen McCollough, Tracy Hickman, Laura Curtis, and Caitlin Kiernan. Check the website closer to the convention for the latest on who will be reading for you this year!

Robert Jordan's Wheel of Time

This year we are planning to discuss and speculate on the next and final book in the Wheel of Time series, *A Memory of Light*. We will conduct our annual events like trivia and costume contests as well as new panels and events. We will also be having a live broadcast of the Wheel of Time podcast, which is hosted by www.dragonmount.com, this year. So come on by and discuss your favorite Wheel of Time book, character, and event, or to meet new friends interested in the Wheel of Time.

Robotics

The Robotics Track features robots from both fiction and fact. We will be looking at how to build a fighting robot, space robots, artbots and more. Both biological and mechanical participants are welcome. In 2006 we will be continuing our robotic competitions: Robot Battles (one of the longest-running robot competitions in the world) and an antweight robot fight. New in 2006 is our catapult building contest.



For complete information about Robot Battles and Robot MicroBattles, including rules and contest times, please visit the Official Robot Battles web site at: www.robotbattles.com.

Science Fiction Classics

Join us at American Science Fiction Classics and relive the excitement of your favorite movies and TV shows of yesteryear! *Lost in Space*, *Time Tunnel*, *Babylon 5*, *Battlestar Galactica*, *Batman*, *Trainimal*, *Buck Rogers*, *Swamp Thing*, *The Worlds of Sid and Marty Krofft*, and *Happy Days*, plus much, much, more! We will also celebrate the worlds greatest Super Heroes on film and T.V. Door prizes for EVERYONE!!!! Plus, by popular demand, a Sunday morning panel on "Superman and the Scripture."



<NEW> Sci-fi & Fantasy Literature

We'll be covering science fiction on the printed page...and yes, that includes fantasy as well. Discussion of what we read, why we read and what is science fiction anyway? Favorite writers, why and who.

I hope to be presenting some writers to discuss these issues as well as fans.

Kaffeklatsches are under consideration; perhaps a swap meet - old books for other old books. I'm setting up a yahoo group for the track; please come over and join us. Let us know what you'd like to see. Who knows, you might find yourself on a panel or two.

<NEW> Silk Road: Asian Cinema & Culture

With the success of *Crouching Tiger, Hidden Dragon*, more and more film studios are not only importing more films from the East, but in recent years they have taken to remaking them as well, especially J-Horror, most notably *The Ring (Ringu)* and *The Grudge (Ju-On)*. But are these remakes worth it?

Many of the hit films we see today in the United States have experienced huge success in the East, often adapted from novels, then spinning off into series of books, and sometimes manga. We will be taking a look at what it takes to have a huge success in the Asian market.



Come join us as we explore the vastly rich culture of the Orient and take a deeper look at their current drama, science fiction, fantasy, and horror films, as well as the phenomenons of their past, such as the big monster movies (ie *Godzilla*), super teams (ie *Power Rangers*), and our personal favorite, Ramen Easterns (ie *Seven Samurai*, and the success of such actors as Bruce Lee, Jackie Chan, and Jet Li).

Space & Science

Do YOU enjoy the science in science fiction? Are you fascinated by the realworld potential of nanotechnology, manned space exploration, and genetic engineering? Do you secretly harbor desires for global domination and the ruthless yet stylish elimination of all who dare oppose you?

THEN BOY DO WE HAVE THE TRACK OF PROGRAMMING FOR *YOU*!

MEET people who find new and exciting extrasolar planets to conquer and exploit, make antimatter for a living, build and launch working spaceships, and manipulate the very fabric of life itself!

WITNESS "psychics" and purveyors of the paranormal tremble in fear as we demonstrate the debunking powers of Logic, Critical Thinking and Empirical Evidence that run amuck through our enormous throbbing brains! Plus, WE GOT MYTHBUSTERS, BABY!

EXPERIENCE the wonders and glories of the universe in a veritable plethora of wavelengths and time exposures, as recorded by our faithful robotic probes, telescopes and orbital sensor arrays!

All this and more can be yours! Simply grab a body (yours or someone else's, living or dead), drag it on down & donate it to the SPACE AND SCIENCE track for a while.

Satisfaction absolutely, positively and unconditionally guaranteed, or else.

<NEW> Star Gate: Offworld Fandom

The iris is open! Star Gate: Offworld Fandom welcomes all new and fully initiated Stargate fans to interactive participation panels covering a wide range of topics

DRAGON CON

including characters, plot developments & twists, and informative far ranging discussions.

Other activities are fan videos, fan films, giveaways, games, contests, trivia and open social meeting times.

Panels & Activities may include filking, Egyptology, behind the scenes, creative activities, comics, zines, and a fan swap (so bring your extra stuff) and perhaps a surprise or two!

SG fan groups - Some evening time slots have been aside for fan group gatherings. If you represent a Stargate group, you are welcome to contact offworld@dragoncon.org to learn more. Stargate: Atlanta and SG Command.net are already confirmed!

Current guests are: Christopher Judge, Don S. Davis, Rainbow Sun Francks, Rachel Luttrell, Cliff Simon, Claire Rankin, Bill Dow and Brandy Ledford.

Star Trek: TrekTrak

TrekTrak is the *Star Trek* Convention at Dragon*Con! **Eric L. Watts** returns for his **fourteenth** big year as Dragon's Director of *Star Trek* Programming, and this year, we're thrilled to welcome none other than **George Takei**, a.k.a. Captain Hikaru Sulu from the original *Star Trek* franchise! We're also delighted to welcome **Denise Crosby**, *The Next Generation's* Tasha Yar, and **Tony Todd**, best known as Worf's brother Kurn, as our special guests. Additional guests include *Star Trek* novelists **Peter David**, **Keith R.A. DeCandido** and **Diana G. Gallagher**, cast members from *Star Trek: New Voyages*, *Battlestar Galactica* and the *Stargate* series, plus a full complement of talented and entertaining programming participants!



Of course, **TrekTrak** is all about... programming! Among the no less than 26 programming events planned for 2006 include *Star Trek XI: A New Hope?*, *The Missing Minority*, *Star Trek vs. Battlestar Galactica*, *Star Trek vs. Stargate*, *Star Trek: New Voyages*, *The TrekTrak Filk Concert* and many more! And do **not** miss the biggest event of the year: *The Miss Klingon Empire Beauty Pageant*, named as one of the "Top 11 Most Offbeat Beauty Pageants in America" by America Online and as featured on FoxNews.com! Then celebrate the winner's victory at *Happy Hour at Ten Forward*, featuring—because **you** demanded it!—the return of... Klingon Disco!



25

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And there's more! For complete information on all our guests and programming participants, full descriptions of all our planned programming events and for up-to-the-minute daily *Star Trek* news, visit the **TrekTrak** web site at: www.TrekTrak.com!

Star Wars: Matters of the Force

Jedi, Siths, Light Side/Dark Side.... we meet again! The movies are over, our precious Padmé is dead, the twins hidden, and Anikan is out to rule the galaxy. Join other Star Wars Fans to talk about the characters, the movies, costumes, books, comics, and upcoming events. Show off your costumes in our 10th Annual Star Wars Costume Contest! There will be great guests to take us into and behind the universe of George Lucas. Oh, and a Cantina Ball with a little music to help us along the way!

For more information visit www.dragoncon.org/es_tracks.htm#MOTF, or join us at our Yahoo Group at: movies.groups.yahoo.com/group/motffediroundtable.



26

DRAGON
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Tolkien's Middle-Earth

Welcome to Tolkien's Middle-earth! This track is for fans of JRR Tolkien's beloved Middle-earth fantasy works, including *The Hobbit*, *The Lord of the Rings*, *The Silmarillion*, and the myriad of related works that comprise Tolkien's legacy.

We've got a fantastic schedule of events lining up this year and hope you'll drop by [insert name of room we're using] to visit. We are welcoming back Anne Petty and will be hosting a number of exciting events including a Tolkien Trivia contest.

Up-to-date schedule information and news for this programming track can be found at: tolkientrack.queencheetah.com/

The Forth North American Tribal Gathering

"Where the Virus came from, no-one knew...at first. From deepest space? Bacteriological warfare? Or maybe it was some nation's scientific experiments gone horrifically wrong? It didn't matter. Within a terrifying short time, every adult on planet Earth was dead. In order to survive, the children who remained would have to fend for themselves, and try to keep the dream alive..."

The American Tribal Gathering is back for 2006, with new events, new faces, and new surprises. "The Tribe" has an international following, with loyal fans young and old alike. This year's guest list spans all the seasons, from the beginning to the end, and we are excited to have Matt Robinson (Slade), Tom Hern (Ram), Laura Wilson (May), and Dwayne Cameron (Bray). Also appearing is John Mullaney, who is in the band "Last Picture Show" with Matt Robinson.

This year's events are a mix of discussions, contests, and chances to meet and interact with the cast. New for this year are: "The Love Boat: Shipping In The

Tribe" (a discussion of relationships in the show), "It Could Happen To You" (which is a look at what someone would do had the virus happened in real life), and "The Pen Is Mightier Than The Zapper" (a discussion of fanfiction in the Tribe fandom). Fans at this years gathering will also get a chance to get a first look at "The New Tomorrow", which is the new spin-off from "The Tribe", which has been hotly debated in the fandom.

Weyrfest (Worlds of Anne McCaffrey)

Dedicated primarily to the Dragonriders of Pern novels written by Anne McCaffrey, Weyrfest is a annual gathering of Anne McCaffrey fans. From those who simply enjoy reading her books to those who have helped write those books, we come to share our enjoyment. Come join us as Anne McCaffrey returns to Dragon*Con to meet her fans.

Writer's Track

Ever had a hankering to try your hand at becoming a professional writer?

Programming in the Writers Track will cover wide-ranging topics for both beginning and experienced writers, from basic submission procedures, to character development and world building, to plotting and pacing.

Or maybe you'd just like to sit down and listen to your favorite author read from their own works. With past guests like Ray Bradbury, Anne McCaffrey, Caitlin R. Kiernan, Robert Asprin, Betty Ballantine, Margaret Weis, Tracy Hickman, Stephen Hurst, and Elizabeth Ann Scarborough, Dragon*Con is bound to have something just for you!

X Track

X Track is pleased to welcome Mira Furlan from Lost and Paul Dini, story editor on Lost, to DragonCon this year. X Track will still have panels on paranormal activities and, due to attendee requests, more fandom discussion panels. Also, we are thrilled to welcome the Ghost Hunters from the Sci-Fi channel hit show to DragonCon. Come to X Track! We're looking forward to being "lost" and "haunted."

Young Adult Literature

Please join the Young Adult Literature track for our third big year of programming! We are so pleased and proud to welcome two media guests this year: Harry Potter's Katie Leung (Cho Chang) and Matthew Lewis (Neville Longbottom).

Or, if you'd prefer to talk about YA books, we have several new panels and events in store for you, including Chronicles of Narnia trivia, discussions on the works of both Holly Black and Terry Pratchett's YA series, origins of the Cinderella story from around the world, female heroes in Harry Potter, the trial of Severus Snape, and the portrayal of dragons in YA books. Also new this year will be a night of well-mannered frivolity at the Yule Ball!

Returning fan favorites will include many panels on the Harry Potter series of books, including Harry Potter Jeopardy and HP theories. We'll also once again be discussing censorship, writing for children and young adults, books which have gone from page to screen, and the teaching of science fiction and fantasy in the classroom. As always, our focus is on the best YA books: your old favorites, those gems you may have missed, and current trends in YA fiction. Our track will once again be located in the Sydney room of the Marriott. For more information, we welcome your visit to our website at: yalit.dragoncon.net Our programming is evolving constantly, so check back often.



ATTENDING DEALERS/EXHIBITORS

With over 80,000 square feet of selling space, Dragon*Con hosts the largest Dealer/Exhibitor Halls in the world! Merchandise runs the gambit of products, from weapons to games, comic books and art to costumes, and videos to jewelry. No matter what you're looking for, it's here!

Featuring: S.T.A.R.S.

We will once again be hosting the Southeast Trade and Retail Symposium. While open to all, retailers are highly encouraged to attend as all retailers who show up to a certain number of sessions will have the cost of their badge refunded by our sponsoring distributors!

Exhibitors

- A Wrinkle in Time
- Abbyshot Custom Clothiers
- Achella
- Action Figure Authority
- Adventure Retail
- Anime Depot
- Art by Susan Van Camp
- Artemis Leather
- B&D Star Wars
- Bead-Azzled
- Brute Force Leather
- Bud K
- Calcom II
- Captains Comics
- Century Guild
- Chessex Manufacturing
- Coffee Shop of Horrors
- Contact Lens Store
- Cool Stuff
- Corel Corporation
- Dragon's Nest
- Dreamworks Leathers
- Earth Wisdom
- Edgeworks Imports Inc
- Edhellen Armoury
- Elmore Productions
- Fandom
- Fanpro
- Fool Moon Treasures Inc.
- Funcom
- Geeklabel
- George Romero
- GWB
- Holistic Design
- Holzheimer's Distribution
- Honeck Sculpture
- Hot Flips/CCC Promotions
- House of Anime
- Intergalactic Trading Co.
- Isn't That Quaint
- Kudzu Book Traders
- Lightspeed Fine Art
- Likely Lotus
- Linsner.Com
- Mansour Designs
- Mark Carter
- Mcfarland & Co.
- Media Blasters
- Meisha Merlin Publishing
- Mystic Earth Creations
- Mystical Fantasy
- Mythic Entertainment
- Netherworld
- Pegasus Publishing
- Red Octane
- Rooster Teeth Productions
- Sababa Toys
- Saracura
- Shadowstar Games
- Slugfest Games
- Sovereign Press
- Starbase 21
- Stylin
- Tablestar Games
- The Missing Volume
- The Other Woman
- The Toydepot.Net
- Titan Games
- Tom Savini
- Tri King Games
- Troll & Toad
- Troma Entertainment
- TTA Press
- Unique Visions
- Utilikilts
- V.J. Collectibles
- White Wolf Publishing
- Wiz Kids LLC
- Ynhared's Xcentricities
- Z-Man Games



28
DRAGON
CON

Dealers

- Agent Disco
- Ambient Arts
- Anime Palace
- Anime Remix
- Animeigo
- Aradani Studios
- Aria Giovanni
- Arsenal Models
- Badali Jewelry Specialties Inc
- Bast's Garden
- Benbella Books
- Borders Express
- Brazil Lady Custom Bronze Creations
- Brian C. Mitchell
- Brick By Brick Design
- Buzzy Multimedia
- Calcom
- CCC Promotions/ Hot Flips
- Chimera Publishing
- Christina Barber
- Crazy Ed's Comics
- Crimson Chain Leatherworks
- Crystal & Fantasy Creations
- D.F. Productions
- Darius Galden
- Darkepoison Designs
- Dave's Comics and Cards
- Dazza Del Rio
- Devadasi
- Drama Girl Designs
- Eclipse
- Ellen Million Graphics
- Evil Fire Lizard Prod. Inc.
- Fashions by Figment
- Gamer Concepts
- Hana-Machi
- Head Press Publishing
- Helm Publishing
- Hollywood Book-Poster Co
- Ihero Entertainment
- J & J Enterprises
- Jax Books
- Jerry Ohlingers Movie Memorabilia
- John Eric Mcknight
- Junior's Comics and Cards
- Kelly Prints, Inc.
- Le Petit Mort
- Linda Tran
- Marvelous Mayhem
- Midnight Syndicate Soundtracks
- Molly's/ Virgin Iron
- Moria Silver Company
- Mostly Independents
- Mythix Studios Inc.
- Needful Beads
- Nene Thomas Illustrations
- Odin's Cosmic Bookshelf
- Offworld Designs
- One Crafty Lady
- Outer Limits
- Peddler's Chest
- PK Collectibles
- Premier Collectibles/ Lightec
- Queen's Domain LLC
- R & R Paper Game Productions
- Raiding Party Games
- Rak Graphics
- Ravenwing Wearable Art
- Rebel Base Comics & Toys
- Reel Art
- Reel Imports
- Rowena
- Ruth Thompsons Tarnished Images/ L A Williams Art
- RXR CDs
- Scarlett's Corset
- Sigh Co. Graphics
- Simply Marvelous Stuff
- Spacial Anomaly Gallery
- Spiral Moon
- Starbase Atlanta
- Stephanie Romano
- Strike Zone
- Sundreams and Myths
- Swordmark
- T&G Books
- Temujin Studio
- The Crafty Celts
- The Dragon's Keep
- The Dragon's Lair
- The Griffin Works
- The Lovers Knot
- The Swordmark Co.
- The Wizard's Wagon
- Titan Games & Comics
- Triangle Cards
- Troll/Toad
- Twilight Creations
- Unique Visions II
- Walkin' Willie's Comix
- Wendy Klein Masks
- Wesley Tillander
- William Stout
- Wings of Change
- Wolfgaard Armoury
- Wolfhome Adventuring Outfitters
- Yuki Pearls/ Yuki Trading Co.
- Yum Yum Anime



2006

14

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DRAGON*CON 2006 REGISTRATION FORM

PLEASE PRINT CLEARLY; Please Only One Membership Per Form; Feel Free to Make Copies

Date: _____

Last Name: _____

First Name/ Middle Initial: _____

Address: _____

Zip Code: _____

City/State: _____

Country: _____

Home Phone: _____

Birth date (MM/DD): _____

Badge Name (limited to 20 characters): _____

E-mail: _____

Primary Interest (check ONE):

- | | | | | |
|--------------------------------|---------------------------------|------------------------------------|---------------------------------|----------------------------------|
| <input type="checkbox"/> Anime | <input type="checkbox"/> Books | <input type="checkbox"/> Film / TV | <input type="checkbox"/> Horror | <input type="checkbox"/> Science |
| <input type="checkbox"/> Art | <input type="checkbox"/> Comics | <input type="checkbox"/> Games | <input type="checkbox"/> Music | <input type="checkbox"/> Writer |

Dragon*Con 2006 Sept 1 - 4

Membership rates are as follows:

\$75 until 7/14/2005

\$85 thereafter and at the door

_____ Group Memberships are discounted \$5 per Membership when 10 or more are purchased in advance at one time, in one envelope.

_____ Saturday Evening Guest Awards Banquet Tickets @ \$35 each
(Limited to 400)

TOTAL: _____ Paid by: ☐ Cash ☐ Money Order ☐ Check ☐ Charge

(Visa/MasterCard only)

Account Number _____

Expiration Date ____/____

Mail payments to:

Dragon*Con 2006 Memberships

PO Box 16459

Atlanta, GA 30321-0459

Credit card purchases only may fax registration forms to (770) 909-0112. For any additional information you may phone us at (770) 909-0115 or e-mail us at dragoncon@dragoncon.org.

I agree to be completely responsible for any and all damage I cause to Hotel or Convention property. I further understand that violation of Convention rules will result in the loss of my Convention badge and forfeiture of my Convention membership.

I understand that access to all Convention functions requires a Convention badge worn in plain sight, and that there are no replacements for missing or lost badges.

Signature: _____



DRAGON*CON

HOST HOTELS FOR 2006

Our host hotels for 2006 will again include the legendary Atlanta Marriott Marquis and the familiar surroundings of the Hyatt Regency Atlanta along with our new co-host hotel, the Atlanta Hilton.

The Marriott will host our "daytime" convention functions (Autographing, Dealers Room and Exhibit Hall, etc.), while the Hyatt will once again host all 24-hour programming events, Video Rooms, our Convention Hospitality Suite (or "Consuite"), Concerts, etc. The Hilton will house all of our Gaming Events, and our Podcasting track. *This year only*, due to renovations at the Marriott, the Hilton will house our Walk of Fame, some of our exhibitors.

Dragon Con TV will be available in all three hotels.

The Hilton is across the street from the Marriott which is connected by a climate-controlled tube-way to the Hyatt. The Marriott is easily the most architecturally unique hotel in the city, if not the entire Southeast.

Room Type	Cost	Marriott Code	Marriott Party	Hyatt Code	Hilton Code**
Single/Double	\$150	<i>Sold Out</i>	<i>Sold Out</i>	<i>Sold Out</i>	DRA
Triple	\$160	<i>Sold Out</i>	<i>Sold Out</i>	<i>Sold Out</i>	DRA (\$170)
Quad	\$170	<i>Sold Out</i>	<i>Sold Out</i>	<i>Sold Out</i>	DRA (\$190)

****NOTE:** The Hilton has a corporate policy to charge a one night stay in advance. The money will be refunded if you cancel 48 prior to your reservation date.

To book rooms via phone, call the Hyatt at 404-577-1234, the Marriott at 404-497-4661 (7:30 AM - 11:00 PM), and the Hilton at 1-877-667-7210.

Be sure to mention you are with Dragon*Con when you call any of our hotels. If you don't, you may be quoted a higher rate, or be told the hotel is sold out.

Enclosed valet parking at the Hyatt is currently \$19/day, at the Marriott it is \$22, while at the Hilton it is \$16. Hilton self parking is available, without in/out privileges at \$1.00 per 20 minutes up to \$12/day. Note: the Hilton parking garage height is 6 feet.

Parking decks around the hotels are \$5 – \$10/day (cheaper on weekends if you can find a good rate), but generally don't allow in-and-out privileges.

All three hotels are convenient to MARTA's Peachtree Center station. The Hyatt and Marriott can both be reached from the station via indoor walkways. MARTA has direct train service from Hartsfield Airport's terminals with no transfers, with an approximate travel-time of 30 minutes from the airport to Peachtree Center and our hotels. Fare is \$1.75.

Overflow Hotels:

(All hotels are in Atlanta, GA)

- Days Inn, 300 Spring St. (404-523-1144)
Per day price: \$89 S/D/T/Q. Parking \$12
- More overflow hotels will be announced as they become available on our website at: www.dragoncon.org



THEATRICAL, MUSICAL & RADIO PERFORMANCES

Dragon*Con has had a long tradition of providing a wide variety of performances for the enjoyment of our attendees. Musical acts over the years have ranged from national acts such as Bloodhound Gang, The Misfits, Godhead, Edgar Winter, GWAR, and Jefferson Starship to local acts such as Viva la Diva, Fusebox, Man or Astroman?, Moonwater, Bonedance, and The Changelings. We've also hosted theatrical presentations like the Atlanta Radio Theater Company and the Mighty Rassilon Art Players.

In keeping with our upstanding tradition, here's a short list of the 2006 performers so far:

Heather Alexander

Her music with book tie-ins like "Insh'Allah: the Music of Lion's Blood," "Songsmith" and "Shadow Stalker" have assured her popularity at SciFi conventions, while her appearances at pubs, coffee houses, Folk Music Festivals and Highland Games have made her music available to the public at large. Her most recent release is a book tie-in with Irene Radford's series, "Merlin's Descendants." Her second album of sea shanties, "Arms of the Sea," is due out in mid-summer 2006.



Crüxshadows

One of the most popular Darkwave bands on the planet, the Crüxshadows started in the early 1990's in a little town in North Florida. Numerous lineup changes over the years have not slowed down the quartet. Touring the United States extensively from Coast to Coast, they have played hundreds of shows to American Audiences in the last few years.

Over their 12 year history, The Crüxshadows have performed with bands like The Cure, Bjork, Ladytron, Apoptygma Berzerk, VNV Nation, Mesh, Das Ich, Icon of Coil, Psyche, Clan of Xymox, Project Pitchfork, The Mission, Project Pitchfork, Bella Morte (of course!), and many, many more.

Distorted Reality

Distorted Reality was formed by Martha M. Arce from Miami, USA and Christian Kobusch from Berlin, Germany. Martha is the former lead singer of *Deep Red*, the American Electro-Goth formation. While on tour in Germany with *Deep Red* as the support for *Project Pitchfork*, a chance meeting would occur.

Distorted Reality has appeared on numerous CD compilations and radio shows mainly across North America and Europe. Arrays of European and American music magazines have featured *Distorted Reality*, hailing their talents.

Their latest album "Daydreams and Nightmares" was released in March 2006. Record release parties, live shows and other activities are also scheduled for early 2006 in support of the release. However, the band has signed with a new label for Europe. This time the European release will be with Scanner Records of Dark Dimensions. Their performance at Dragon*Con will be their first American performed concert, and will kick off their tour this year across North America.

Emerald Rose

Emerald Rose is a four-man Celtic folk rock band with a rich, original "world fusion" sound with influences ranging from the Chieftains to Jethro Tull. Blending chorus vocals, pennywhistle, Irish pipes, world percussion and driving guitars and bass, their music ranges from traditional jigs and reels to original folk rock and pop numbers. Many of the band's musical themes draw from Celtic myth and legend, but their style is modern, upbeat and accessible.

Known for their rousing, high-energy live performances, Emerald Rose has performed to capacity crowds at Atlanta venues such as the Variety Playhouse, Eddies Attic, numerous Celtic festivals, and of course, Dragon*Con! Emerald Rose was the headline band at the Oscars cast party for Lord of the Rings: The Two Towers in 2003, and again at the Oscars-sweep celebration cast party for Return of the King in 2004.

The Last Dance

The Last Dance, an idea that started at the beginning of the 90's merely as a way to be creative and have fun, is now, at the beginning of a new millennium, a serious business committed to the creation of great music and the pursuit of a dream. Their forthcoming CD *Whispers in Rage* is poised to build upon the solid success of its predecessor, *Perfect*. With six U.S. tours, a successful U.K. tour and three large festivals behind them, founding members Rick Joyce (guitar) and Jeff Diehm (vocals), along with bandmates bassist Peter Gorritz, new drummer Tom Coyne and sometime keyboardist Phil, are closer to attaining that dream than ever before. A sound that is always changing and evolving, taking different turns, exploring new musical ground and new emotional content. A sound that is best described by not describing it at all, but by experiencing it – or perhaps by just saying “The Last Dance.”

Lips Down on Dixie

Lips Down on Dixie began in June of 2000 as an unnamed *Rocky Horror Picture Show* performance group. Not a month later, group member Tom Ward christened the group “Lips Down on Dixie” as a reference to the group’s Southeastern location and to the movie’s first scene: a pair of giant red lips mouthing the opening song. Friday midnight *Rocky Horror* performances continued weekly until Merchant’s Walk closed in September of 2000. By December 2000, LDOD had found a new home at the Lefont Plaza Theatre, which is still its home base today.

The Great Luke Ski

“The Great Luke Ski”, writes, records and performs comedy music, both parodies and originals as well as sketches, on a variety of pop culture subjects ranging from Lord of the Rings and Star Wars to Spider-Man and Keanu Reeves. Luke has enjoyed repeated success on “the Dr Demento Show”. Luke’s music has also been heard on ManCow’s Morning Madhouse and various college and morning shows across the country. Since 1996, Luke has released 6 albums, the newest of which, “unCONVENTIONAL” was released in September 2005.

Voltaire

Voltaire is a singer/songwriter whose music has its roots deeply imbedded in European folk music. Lyrically, he explores and reveals those moments of vulnerability most would rather not discuss and exploits with childish abandon those fleeting streaks of cruelty we all feel but choose not to act upon or even mention.

Voltaire’s live shows, whether solo or with his skeletal orchestra, are highly theatrical -full of props and stories. The visual quality of his performances is not surprising; Voltaire has been directing commercials and animating short films for the last ten years.

His strange stew of gothic darkness, baroque lushness and whimsical surrealism has been seen in a score of television commercials for clients such as Cartoon Network, USA and The Sci-Fi Channel. His short films have been seen at animation festivals around the world, including the sinister “Rakthavira” which toured as part of Expanded Entertainment’s Too Outrageous Animation.”



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SPECIAL FEATURES

CONTESTS

Art Show Awards

The Art Show jury determines most of our awards but convention attendees will vote on a portion of the art awards called the Special Awards. Award categories will include but are not limited to Best in Show, 1st, 2nd, and 3rd place, 2-D, 3-D, Photography, & Mixed Media for both Professional and Amateur Artists. There are also 1st, 2nd, and 3rd place awards for student entrees. Art Awards will be given in the prescribed categories on Sunday of the convention (check the schedule for exact time and place). All attending artists determine the Artist Choice Award winner.

Comic Book Quick Sketch

Think you have the speed and skill to put together a really dynamite page? Try your luck at the Comic Book Quick Sketch Competition. Fame and fortune can be yours! There are two divisions, Junior (16 and younger) and Senior (over 16) so all ages of artists can compete. Each contestant is given paper and pencils, and then given a set time period to create their best one-page comic sheet. We will have professional comic book artists review the work, judge it – and if they are so inclined, give our budding artists a lesson in drawing (Jim Lee did so a few years ago) or critique each artists work. A plaque will be awarded to the winner in each category.

Dawn Look-Alike Contest



Joseph Michael Linsner's Dawn is one of the hottest characters in comics, so in 1998 we hosted the first-ever Dawn Look-alike Contest, with a \$1,000 cash First Prize. In the tradition of our legendary Bettie Page look-a-like contests, the Dawn Look-alike Contest was held on Friday evening at the Hyatt Regency, after the Banquet and Guest of Honor Awards. It was held the same night in 1999 and 2000, but for 2001, we shifted it to Saturday evening in accordance with our "holiday weekend" dates. For 2006, it will stay on Saturday. If you're a fan of beautiful women, it's an event you won't want to miss. If you look like Dawn – or know someone who does – it's a great way to win \$1,000 in cash! The contest is fully authorized by Joseph (who'll be on hand for the contest), and Dawn's publisher, Sirius Comics.

Great news for contestants: Though Dawn is usually depicted with red hair, she has occasionally appeared on various covers as everything from blonde to brunette, so hair color will not be a factor in the judging. Instead, contestants will be judged based on how well they capture the image and spirit of Dawn – confident yet mysterious, and sexy without being sexist. Unlike most comics' characters, Dawn doesn't have a "standard" costume, so contestants can wear anything from fantasy lingerie to an exotic dress to futuristic armor. Your local comic book store will have images of Dawn (on comics, books, or trading cards) you can use for reference or you can check out any of several Web sites devoted to Linsner's Dawn on the World Wide Web. In addition to the \$1,000 first prize, there will also be prizes for second and third place.



Fabrications – Our 1st Annual Costume Contest

This Costume Contest focuses solely on Costuming and will be held Friday night. Judges will be looking at the costume itself, the workmanship, design, and inspiration. This will be open to groups and individuals, experts and novices, and costumes from mainstream or self-creative. Although there will be one "celebrity" judge, the panel will mostly be people with extreme costume backgrounds.

You can find out more at fabricationsdc.tripod.com/index.htm.

Hallway Costume Contest

Contest staff will be roaming the halls of all venues with Polaroid cameras, taking pictures of those folks who are too shy to get up on stage in the Masquerade, but who have great costumes. The pictures will be displayed at the Contest Registration table and all con-goers (including children) will have the opportunity to vote for their favorite. Contestants must be posted on the board by Sunday morning – the voting takes place Sunday until 5:00 PM. This is the only event decided by *popular* vote at the con. Winners will be announced at the Masquerade.

Masquerade Costume Contest

In the grand tradition of convention costuming, dating back nearly five decades in SF fandom, Dragon*Con is proud to present the largest Masquerade Costume Contest in the Southeast and one of the largest in the world!

Registration for the Masquerade will be available at the con by stopping by the Contest Registration Desk located outside the Centennial Ballroom in the Hyatt. They'll be open Friday, Saturday and Sunday, 10:00 AM thru 5:00 PM. There is no pre-registration this year. Simply drop by the Contest Registration Desk during the con and register. For a complete and up-to-date list of the rules, please visit our website at: www.dragoncon.org

Miss Klingon Empire Beauty Pageant

The 2006 Miss Klingon Empire Beauty Pageant is open to any qualified attending female member of the 2006 Dragon*Con who agrees to abide by the posted rules of this contest, now and in the future. There is no registration fee or any additional cost to participate. Members and relatives of the TrekTrak Staff, TrekTrak Programming Committee and/or Dragon*Con General Staff are ineligible to participate. Membership in or affiliation with any Klingon-oriented organization (i.e., KAG, KLAU, etc.) is not required.

For more detailed information on the Miss Klingon Empire Beauty Pageant, including registration, rules and deadlines, please visit their website at: www.trektrak.com/2006/pageant.htm

Robot Battles™

When *Battlebots* debuted on Comedy Central, the heretofore "underground" sport became a national obsession. Robot Battles™ responded by adding weight categories and reaching out to schools and universities to bring in new contestants, especially younger ones. The result was incredibly positive, and continues to this day. There are more teenage and younger contestants participating in Robot Battles™ than any other robotic combat event in the country, and they are competing quite well. In fact, the current record for youngest winner is nine years old, and he just barely broke the old record of ten years old.

The competition will be one-on-one best two-out-of-three rounds. Vehicles will start on opposite sides of the combat surface with the aft end of each robot even



with the edge of the combat surface. Combat may become double-elimination at the discretion of the judges, or may be arranged by random draw of a bye.

For more detailed information, including the complete list of rules, please visit their website at: www.robotbattles.com

EVENTS

Art Show & Print Shop

At press time the art show is on its way to being sold out! At the show we should have well over 200 artists and 5000 pieces of original art and prints. We have our Art-on-Demand section which allows you to have art the way you want it! In this section you can specify the size and the medium to print out your favorite print on demand. We will have prints and original works of art priced for all budgets. Check out the art show section of the Dragon*Con web site for samples of the type of work we will have on sale.

We are planning many exciting events for the Dragon*Con 2006 Art Show including the 6th annual Iron Artist contest, a large canvas that all the artists can work on (which will be sold at auction), art tours, artists making art with live models, live music, demos, awards, how-to's, colleges with art programs, and other wonderful programming events. We will have over 30 artists dealers in the art show in an area we call the artist bazaar. These artists will sell and even personalize many items for you. We will also have the annual comic artists' reception on Friday night of the convention. Top comic collectors will bring out their best collections of comic art at this one of a kind event.

The Dragon*Con 2006 Art Show is well on the way to being the largest art show we've ever had!

Charity Auction



This year's charity auction promises to be a **HUGE** event with appearances by guest auctioneers **Adam Baldwin** and **Kevin Sorbo**. The auction will take place on Sunday morning beginning at 11am in the International North Ballroom at the Hyatt Regency. You may pre-register for a bidder number and preview selected items prior to the auction at the Charity Events booth at the

registration counter outside the Imperial Ballroom at the Marriott Marquis. The booth will be open 9 AM – 6 PM Friday and Saturday and 9 AM – 12 PM on Monday. Donations received prior to the show will be posted on the Dragon*Con website with a description. We will be hosting an "After the Event Event" on Monday 9AM – 12 PM, offering at silent auction any remaining items or late donations. Our official charity(s) have not been confirmed at the time. Please watch the Dragon*Con website for further information, and make plans now to attend these events.



2006
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Comic Artists Reception

Dragon*Con will once again be bringing you 4 days of comprehensive comics programming and events. Be sure to attend the 7th Annual Evening of Comic, Fantasy & Illustration Art held again this year in the Art Show. This year's theme will be Maids and Monsters!

The 20th Annual Dragon*Con Independent Short Film Festival

Dragon*Con is America's largest annual multi-media popular arts convention which crosses over into science fiction and fantasy, gaming, and comics, with broad ranges which extend from books, art, and film to computer animation, special effects, and music. We focus each year on showcasing the finest independent short films of the fantastic!

The Dragon*Con Independent Film Festival is a four day event of film screenings and panels, with directors, producers, writers, actors, SFX & makeup artists all sharing their expertise. The Festival competition is for short films (under 60 minutes). A few independent features will be shown (out of competition) in the evenings.

Films will be judged in specific categories, which will be determined by the festival director, based on the genres of the submissions. For example, in 2005, awards were presented in the following areas: Animation, Gothic Horror, Extreme Horror, Horror Comedy, General Comedy, Documentary, Fantasy, Magic Realism, Science Fiction, and Spoof.



Guest of Honor Banquet

Join many of Dragon*Con's Guests of Honor in an evening dinner with all the fixings. Banquet tickets may be reserved through our office. Please note that seating is limited and tickets will be available at the convention only while they last. And don't forget, the Banquet completely sold out in 2006!

Late-Night Entertainment

We'll again offer late-night DJ'd dances Friday, Saturday and Sunday evenings, beginning after the last concert's over in the ballroom and lasting until dawn, so you vampires can dance until the sun comes up!

Traditional SF convention filk-singing will take place on Friday, Saturday and Sunday evenings, late-night. Filking will begin at midnight and will also continue to the light of day.

For the last few years, we've also had an impromptu drum-circle form up for several hours. In 2000 the drum-circle was made a formal part of the schedule for Friday through Sunday night. This tradition will continue in 2006, so bring your doumbek or djembe (or your congas or your violin or your flute...) if you've got one.

Needcoffee.com's Eighth Annual Gonzo Moving Pictures Extravaganza

Widgett Walls and a bucket of loonies from Needcoffee.com have put their heads together to not only make a very interesting metallic clanging noise, but also the strangest little gems of television and cinema they've ever seen, which, of course, means that the rest of us will need some serious therapy afterwards. Dusk 'til dawn, all night long! They're holding our families hostage, so please show up!

5th Annual Dragon*Con Parade

Too huge to be contained, last year's convention poured over into the streets of downtown Atlanta in the form of our second annual parade!

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Such confusion and hysteria of the local "mundanes" has not been seen since the 1938 radio broadcast of H.G. Wells's War of the Worlds by Orson Wells... well, at least until they remembered Dragon*Con was in town. Then people gathered from all around to witness the party, Janny Wurts playing pipes while the entire 501st Stormtroopers marched behind, followed by Klingons, Starfleet officers, fairies, pixies, aliens, and musketeers.

The best news is: we're doing it again! Come join us Saturday morning at 10:00 AM and experience the mysticism that's the Dragon*Con Parade!



Video & Film Rooms

Dragon*Con will feature two video rooms: one devoted to mainstream movies and the Video Festival, and the other for Japanese Animation.

Main Video

The Main Video Room shows some of the latest movies you might have seen, and some you might never have known existed. This year featuring The Pirates of the Caribbean Interactive Raid! For more on this event, check out their website at: www.potcinteractive.com

Anime Video

Dragon*Con's Anime video room shows the latest animated titles from Japan, and some classics you might have overlooked, available subtitled or dubbed in English.

Wrestling

Once again in 2006, Dragon*Con will bring professional wrestling back into the ring with total non-stop action!

The matches are being finalized and we expect to have the best card that has ever been offered at the convention this year. Just to tease you a little, How about a lady's tag match? That's right wrestling fans, four beautiful and very talented ladies beating the @*## out of each other for your viewing pleasure. A six man tag match that should be a wild one, and if you have come to the wrestling show before, you know that we always have some surprises in store.

So come by and kick off Friday night activities with an evening of full smack down, sweat pumping, testosterone driving energy including top talent from NWA, GPWA, and CPW, Microwrestling, and did we mention, the outstanding theatrics of Bodymidgets! Please check out the Dragon*Con web page for the entire card.

Writer's Workshop

The basic course, taught by best-selling SF writer A.C. Crispin, will provide a full overview of the science fiction and fantasy genre. At completion, students will understand the importance of background genre reading, scientific or other appropriate research, developing fleshed-out characters, original or "twist" plot lines,



setting, and descriptions in their science fiction or fantasy short stories or novels.

Students will learn sources they can consult to find legitimate, suitable markets for short story or novel submissions. They'll be able to produce a correctly formatted and printed manuscript, and a workable query or cover letter. They'll also be able to identify and avoid the writing scams that are proliferating in today's highly competitive markets.

This course will run for two full days at Dragon*Con, on Thursday (one day before the con "officially" begins) August 31st, and Friday, September 1st, from 9:00 AM – 5:00 PM (lunch break included). Submission of a manuscript for review by Ms. Crispin is desirable, but not required. This class is limited to 25 people. The price for this class is \$125.

Please note that an Advanced Writers Workshop will also be held Saturday, September 2nd, and Sunday, September 4th, from 9:00 AM – 12:00 PM (six hours total), open only to students who have attended the basic session, or with Ann Crispin's approval. Ms Crispin would like suggestions as to what you would like her to be included in the advance class. You can contact Ms Crispin directly. This class is limited to 15 people. The price for this class is \$80.

Please make payments for the Writer's workshop payable to Dragon*Con and mail along with both your mailing address and an email address, to:



Dragon*Con

ATTN: Writer's Workshop
PO Box 16459
Atlanta, GA 30321-0459

Please check the website for full details and syllabus at: www.dragoncon.org

SERVICES

Child Care

Dragon*Con will sponsor Child Care Services during our normal Dealers Room hours:

Friday: 1:00 PM – 7:00 PM

Saturday/Sunday: 10:00 AM – 7:00 PM

Monday: 10:00 AM – 5:00 PM

Child Care Services are provided at no additional charge for kids 18 months to 6 years, if they've been registered at the normal adult rate. Child Care Services are available on a first come, first serve basis with a limited number of spaces available.

To use this service, simply register your child with the convention at normal convention rates (a bargain, for up to 30 hours of supervised care). Either pre-register your child through this web site or at the convention; sitters will not collect any rate "by the hour" during scheduled hours.

Childcare is for children ages 18 months through 6 years of age. We will be serving a mid-morning and afternoon snack, but you must pick up your child for his/her mid-day meal. Anyone leaving a child in Dragon*Con child care is required to have a working cell phone on them at all times.

For more information on our child care services, please check our website at www.dragoncon.org.

DRAGON*CON

Disability Services

Dragon*Con supports equal-access and provides on-site assistance for anyone who has a disability. Please be sure to stop by the Disability Services table if you need any assistance.

We can offer a variety of services to help you enjoy your Dragon*Con experience, including:

- Wheelchair accessible van service between the Marriott, the Hyatt, and other area hotels (please schedule in advance.)
- Sign Language interpreters for events upon request.
- Audio description for events upon request.
- We will have the Con schedule in large print available (to be read at our table.) Braille may be available only if requested two weeks or more before the Con.
- We will have a staff person on the Centennial level 14 hours a day, making sure the Main Programming rooms are accessible for people with disabilities.
- If you will be going to an event that is expected to be very popular, we can show up at that location early and help make sure you have access.
- Con-goers with medical conditions can get a sticker to put on their badge that gives directions for emergency contacts.
- We can run registrations through the Rat's Maze for folks who can't maneuver the tight turns.

One important thing to remember: we will make sure the events are accessible to you, but that does not mean we guarantee you a front row seat, or head of the line privileges. If you are going to a very popular event, you must get there extra early to get a good seat, just like everyone else. The accessible seating will not all be in the front row. We are following the guidelines of the Americans with Disabilities Act, which specifies the number and arrangement required for accessible seating. If you arrive late, or in some cases even 'on time' for an event, you may not get the seat you would prefer, and in some cases you may not be able to get in at all.

People who need assistance at the convention should contact Disability Services in advance. We strongly suggest that if an individual has difficulty walking long distances that they consider renting an electric scooter.

Scooter and Wheelchair rentals are available by contacting ScootAround Inc. toll-free at 1-888-441-7575, by email at info@scootaround.com, through their website at www.scootaround.com/rentals/dragoncon or by fax at (204) 478-1172. **Please contact them early.**

Hospitality Suite/ConSuite

"Consuites" are a tradition of SF and fantasy conventions throughout the United States. We'll provide a lounge stocked with all sorts of complimentary soft drinks, coffee, and munchies for all attendees to enjoy when feeling a bit hungry. We have planned a Consuite with plenty of snacks that will be open twenty-four hours a day throughout the convention (with a few breaks for cleaning purposes).

Information Desk

The Information Desk is your one-stop center for getting all your questions answered. We will have an information booth located in each of the three host hotels. Their exact location will be available on the mini maps provided in the Pocket Program at the show. The staff will be able to help you find where everything is located and just about any other question or request you may have. And if they don't know the answer, they'll send you directly to the person who does or contact them by radio.





DRAGON*CON 2006 TOURNAMENT GAMING

Introduction

2006 marks the return of Dragon*Con to the Atlanta Hilton, which will serve as the location of all of gaming this year. Look for Board Gaming, Miniatures, Collectible Card Games, Open Gaming and Computer Games in the Galleria, one level down from the Hilton lobby. Roleplaying gaming HQ and muster areas will be located on the third floor with the actual games taking place on the second. Finally, you can find the various LARPs throughout the hotel, but look for their story rooms on the third and fourth floors.

Amid the change of venue Dragon*Con has once again worked to make tournament gaming better than ever. This year we have added several attractions for your enjoyment including a Dream Blade tournament from Wizards of the Coast, a planned paint and take in the miniatures area, the second annual Anachronism World Championship from Triking Games, expanded board gaming and open gaming area, numerous for play LARPs across genres from horror to science fiction and three showcase LARPs. In roleplaying, 2006 sees the return of last year's new of several convention campaigns including Dave Aronson's Blackmoor. In addition, Dragon*Con has again applied to be the Extended Premier site for the RPGA events from GenCon Indy 2006. Look for a press release in late June to reveal whether we've been chosen for these events in addition to the several premiers and LG BI we plan to have regardless of the extended premier program.



The Way Things Work – How to Survive the Gaming Experience at Dragon*Con

Here are a few words that will hopefully give the prospective gamer a useful overview of how gaming is run at Dragon*Con. It should prove to answer some of the obvious questions and help both the new and veteran convention gamer as you plan your adventure with us.

Most games are run in the Galleria located one floors down from the main lobby of the Hilton. In the northwest corner of the Galleria is Gaming Registration, which will probably be your first stop. Here, you can pick up the event tickets if you have pre-registered (check our website www.dragoncon.com for information about pre-registration) for and buy any new tickets you might need. The friendly staff at Gaming Registration should also be able to answer any questions you might have or help you find the answers you need. Gaming Registration will be open Thursday evening for you early birds, and at 8:00AM every morning of the convention.

In order to play in most events you will need an event ticket. Most event tickets cost \$3.00, but there are some free demonstration games and a few are more expensive. You can also purchase generic tickets that are usable at any event. If an event is sold out you can show up for that event with a generic ticket and if anyone with a "real" ticket for that event does not show up you will be able to step in. This is particularly true for the larger events where there is more of a chance of a no show or cancellation.

People often ask why Dragon*Con charges for tickets, and there are two major reasons. The first is to fund prizes for the events. We award "Dealer Coins" to the winners of events that can be used as money in the Exhibition Hall in the Marriott. For some of the major events we have plaques and awards made. The second reason is to insure attendance of events. We've learned that players are much more likely to show up for a game if they've already spent \$3.00 on a ticket. When we tried not charging for events and signed up players on registration sheets in the past. However, many players signed up for everything they were remotely interested in and then only played the events they were most interested when the time came. This was unfair to fellow gamers and judges who would never know if all the names on a given registration sheet would show up.

Dragon*Con still uses four hour sessions in an effort to maximize the number of games each player can experience during the convention. The four-day period is divided into 14 gaming sessions as follows:

	Friday	Saturday	Sunday	Monday
9 AM – 1 PM	Session 1	Session 5	Session 9	Session 13
1 PM – 5 PM	Session 2	Session 6	Session 10	Session 14
6 PM – 10 PM	Session 3	Session 7	Session 11	
10 PM – 2 AM	Session 4	Session 8	Session 12	

Ideally tournament judges will manage their time so that each game is finished with fifteen minutes left in the session allowing everyone time to get to the next game. Large tournaments in some of the gaming areas do not follow this pattern, and some games run over one and a half or two sessions which is usually noted in the description area for that event. When you are looking at events in the listings, you will see that events are typically referred to by their session numbers and not the day or time.

BOARD GAMES

2006 is an exciting year for Dragon*Con Board Gaming. The move to the Hilton and its increased space allows us the opportunity to both present more games and to have a dedicated open gaming area.

We will be offering our \$5 play all con badge. You can participate in most of the events in the board gaming area for just a single purchase. Planned Events include:

The Yearick Gaming Guild

Building on the huge success of 2005, the Yearick Gaming Guild will again be running board gaming events with games from the biggest and best publishers. Last year events included games such as 10 Days in Africa, Arena Maximus, Arkham Horror, Bridges of Shangri-la, Buy Low & Sell High, China, Citadels, Colossal Arena, For Sale, Game of Thrones, Gold Digger, Ingenious, Medici, Pirate's Cove, Power Grid, Puerto Rico, Runebound, Shadows over Camelot, St. Pete, Ticket to Ride, Tutankhamen, Twilight Imperium, and War of Ring. In addition, like last year, YGC will again be working with leading retailers such as Fair Play Games (www.fairplaygames.com) and Jogo Canada (www.jogocanada.com) and publishers to arrange for some great prizes. Look for updates to the board game schedule as we get closer to the con and start solidifying the specific events for 2006.

Formula De

A fast-paced racing game, Formula De (ran by Rich Garber) has become one of our Dragon*Con staples. This game takes on a whole new dimension when you have upwards of a dozen players on the track at once. If you love racing, or just intense gaming, you have to give it a try.

Tablestar Games

TableStar Games, LLC is a dainty behemoth of a company, dedicated to exploring new ideas in games and gaming. With its innovative new tabletop game system, HeroCard, TableStar Games is pioneering new ways to play. TableStar Games, LLC is based out of Berkeley, California, and is debuting their new line of HeroCard games in Summer 2006.

Philosophy

TableStar Games, LLC believes that games are a valuable and important activity and is dedicated to the pursuit of excellence in gaming. This philosophy is seen in all areas of its business from providing a work environment that allows work/life balance for its employees to the enthusiasm that it has for its customers.

Go to www.tablestargames.com to check out the lineup of games that Tablestar will be offering at this year's show.

Open Gaming

There will be dedicated open gaming space this year. Whether it is a game you just purchased or an old favorite that you can't get any one at home to play, bring it to open gaming and you are sure to find fun and challenging opposition.

Settler's of Catan

The Catan tournament at Dragon has grown into a whole con affair. Can you take home the coveted Dragon*Con Plaque?

And Many More

New games are being added all the time. Please check the gaming website for schedule updates. I look forward to seeing you at the show.



Board Gaming FAQ

- **What is Board Gaming?** At Dragon*Con board gaming is a catch all section including traditional box games as well as non-collectible card games.
- **Does this include games like Monopoly and Clue?** Mostly our focus is on old school wargames and the newer German-style games, as these tend to be what our fan base wants to play, but we are open to all types of games providing we can find good, knowledgeable judges.
- **So these games are complex with lots of rules?** Complexity varies from tactical games like Star Fleet Battles (whose rules take up a 4" binder and turns take well over an hour each) to simple card games like Flux (the only rule, "draw one, play one" and usually lasting no more than fifteen minutes a game)
- **Do I need to know how to play before I can join in the fun?** No, the judges at Dragon*Con are specifically chosen for their instructional abilities and would be happy to teach you as much of the rules as you need to play in any of the non-tournament games we offer. For tournaments, we do recommend a degree of game knowledge as this allows all participants to have a fun game experience.
- **Tournaments? So are there prizes?** Most of our tournaments offer prizes ranging from copies of the games to framed certificates to show off to your friends
- **Sounds fun, where do I sign up?** Once the gaming registration site is up, you will be able to purchase the \$5 board gaming ribbon as well as tickets for limited seating tournaments.
- **I am interested in judging _____.** Contact me at JeffKahrs@gmail.com listing the game you wish to run and I will get back in contact with you to discuss.
- **Are there any needs for specific games?** Yes, Axis and Allies is a popular game that is often requested and I am looking for judges for it now.
- **Can I get a Dragon Con Badge through you?** There are a limited number of staff badges available and I can discuss that when you contact me at the above email address.



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CCG (COLLECTIBLE CARD GAMES)

Major Events:

7:00 PM Friday: **Legends of the Five Rings – Rise of the Shogun Pre-release**, Cost TBA. Come play in the sealed pre-release for L5R's newest expansion (dependent on printing dates, if this is not a pre-release it will be sealed deck)

11:00 AM Saturday: **Warlord CCG East Coast Championship** (EE constructed format), \$10. This is only the 2nd major tournament in our new format, come prove you're the best at it!

1:00 PM Saturday: **Legends of the Five Rings: Trial of Loyalty Storyline Event**, \$10. This is a constructed event. The details of this event will be released in July, please watch www.legendofthefiverings.com/storyline for details.

7:00 PM Saturday: **Warlord CCG Huge Multiplayer Event: The Great Hunt**, \$3. Come play in a 20 person multiplayer event. Your Warlord must be a Ranger or a Scout (Gethseme Steelshard gains both traits if you want to play Dwarves). This is an Open format tournament. Your deck cannot have more than 50 cards in it and may not contain Overlords, DragonLords, Ghouls, or Medusan Lord characters/items/actions (Raathie stuff included in this).

7:00 PM Sunday: **City of Heroes: Battle Pack Constructed Championship**, \$10. Come play AEG's newest CCG. Bring your superheroes and see if you can defend downtown Atlanta from superheroes go amuck.

TriKing Games maker of the History Channel's **ANACHRONISM** www.trikinggames.com will be having the 2006 World Championships at DragonCon once again this year. (Note: in 2005 the world champion received a MiniCooper car!) We will also have an open Qualifier the day before Worlds to fill in the remaining spots.

SAEC Games will be showcasing its many projects - including new editions of the Highlander Collectible Cardgame, plus several wholly original games

For **Vampire: The Eternal Struggle**, we'll be hosting a qualifier at Dragon*Con for the continental championships (the North American Championships will be held in Atlanta in October).

Magic: The Gathering Events for Dragon*Con 2006

Friday – September 1st, 2006

Time	Cost	Event Title
01:00 PM	\$5	<i>Standard Tournament</i>

Constructed Tournament using the Standard-format rules. The following card sets: Kamigawa Block, Ravnica Block, Coldsnap, and Core Set 9th Edition are permitted

02:00 PM	\$10	<i>Magic: The Gathering Booster Drafts</i>
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The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft and construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

03:00 PM	\$5	<i>Ravnica™ Block Tournament</i>
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Constructed Tournament using the Block-format rules. Cards from *Ravnica™*, *Guildpact™* and *Dissension™* are premitted.

04:00 PM	\$10	<i>Magic: The Gathering Booster Drafts</i>
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The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft and construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

05:00 PM	Free	<i>Extended Tournament</i>
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Constructed Tournament using the Extended-format rules. The following card sets: Coldsnap, Ravnica Block, Kamigawa Block, Mirrodin Block, Onslaught Block, Odyssey Block, Invasion Block, Mercadian Masques Block, Urza's Saga Block, Tempest Block, Base set 6th Edition, Base set 7th Edition, Core Set 8th Edition, and Core Set 9th Edition are permitted.

06:00 PM	\$10	<i>Magic: The Gathering Booster Drafts</i>
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The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft and construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

07:00 PM	\$30/Team	<i>iPod Tournament – Two Headed Giant – Mirrodin Limited</i>
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The format for this tournament is Mirrodin Block Limited (Sealed Deck). For deck construction each player will receive one Tournament Pack and four Boosters to with which to construct a deck to play in the tournament. (at least 32 teams are required to run this event: REL-3, 32K)

Each player on the first place team receives a new iPod.

Saturday – September 2nd, 2006

Time	Cost	Event Title
11:00 AM	\$10	<i>Type-One Challenge for Magic: The Gathering.</i>

Constructed Tournament using the Vintage-format rules. Vintage tournament decks may consist of cards from all Magic card sets and any extension of the core set.

Foil Bird of Paradise to First Place.

12:00 PM	\$10	<i>Magic: The Gathering Booster Drafts</i>
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The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft and construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

01:00 PM	\$20	<i>Laptop Tournament – Ravnica Limited</i>
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The format for this tournament is Ravnica Block Limited (Sealed Deck). For deck construction each player will receive one Tournament Pack and two Boosters to with which to construct a deck to play in the tournament. (at least 32 players required to run this event: REL-3, 32K)

Winner receives a new laptop computer.



02:00 PM \$10 *Magic: The Gathering Booster Drafts*

The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft and construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

03:00 PM Free *The Dragon*Con Femvitational*

For females only. Constructed Tournament using the Standard-format rules. The following card sets: Ravnica Block, Kamigawa Block, Coldsnap, and Core Set 9th Edition are permitted.

04:00 PM \$20 *Magic: The Gathering Sealed Deck*

The format for this tournament is Ravnica Block Limited (Sealed Deck). For deck construction each player will receive one Tournament Pack and two Boosters to with which to construct a deck to play in the tournament.

05:00 PM \$20 per team *Two headed Giant – Team Standard Constructed*

Team Constructed uses two person teams. Plus team have the constraint that your decks still must be legal in Standard if stacked on top of each other (that is: no more than 4 total copies of any card in both decks).

06:00 PM \$10 *Magic: The Gathering Booster Drafts*

The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft and construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

08:00 PM \$5 *Extended Tournament*

Constructed Tournament using the Extended-format rules. The following card sets: Coldsnap, Ravnica Block, Kamigawa Block, Mirrodin Block, Onslaught Block, Odyssey Block, Invasion Block, Mercadian Masques Block, Urza's Saga Block, Tempest Block, Base set 6th Edition, Base set 7th Edition, Core Set 8th Edition, and Core Set 9th Edition are permitted.

Sunday – September 3rd, 2006

Time	Cost	Event Title
11:00 AM	Free	Type-One Challenge for Magic: The Gathering.

Constructed Tournament using the Vintage-format rules. Vintage tournament decks may consist of cards from all Magic card sets and any extension of the core set.

12:00 PM \$10 *Magic: The Gathering Booster Drafts*

The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft and construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

01:00 PM \$25 *Playstation "3" Tournament – Coldsnap Limited*

The format for this tournament is Coldsnap Limited (Sealed Booster). For deck construction each player will receive five Boosters to with which to construct a deck to play in the tournament. (at least 32 players required to run this event: REL-3, 32K)

Winner receives a new Playstation 3 system. System will be delivered based on release and availability of systems in the market place.

02:00 PM \$10 *Magic: The Gathering Booster Drafts*

The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft and construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

03:00 PM Free *The Dragon*Con "Over the Hill Tournament"*

For players 30 years old and older only. Constructed Tournament using the Standard-format rules. The following card sets: Ravnica Block, Kamigawa Block, Coldsnap, and Core Set 9th Edition are permitted.

04:00 PM \$20 *Magic: The Gathering Sealed Deck*

The format for this tournament is Ravnica Block Limited (Sealed Deck). For deck construction each player will receive one Tournament Pack and two Boosters to with which to construct a deck to play in the tournament.



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05:00 PM Free *Ravnica™ Block Constructed Tournament*

Constructed Tournament using the Block-format rules. Cards from *Ravnica™*, *Guildpact™* and *Dissension™* are permitted.

06:00 PM \$20 *Magic: The Gathering Booster Drafts*

The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft and construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

07:00 PM \$5 *Extended Tournament*

Constructed Tournament using the Extended-format rules. The following card sets: Coldsnap, Ravnica Block, Kamigawa Block, Mirrodin Block, Onslaught Block, Odyssey Block, Invasion Block, Mercadian Masques Block, Urza's Saga Block, Tempest Block, Base set 6th Edition, Base set 7th Edition, Core Set 8th Edition, and Core Set 9th Edition are permitted.

Monday – September 4th, 2006

Time	Cost	Event Title
11:00 AM	\$5	<i>Legacy Tournament</i>

Constructed Tournament using the Legacy-format rules. Legacy tournament decks may consist of cards from all Magic card sets and any extension of the core set.

11:00 AM \$10 *Magic: The Gathering Sealed Deck*

The format for this tournament is Ravnica Block Limited (Sealed Deck). For deck construction each player will receive one Tournament Pack and two Boosters to with which to construct a deck to play in the tournament.

12:00 PM \$10 *Magic: The Gathering Booster Drafts*

The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

Magic: The Gathering on-Demand Events

All Weekend Long

Time	Cost	Event Title
Anytime we have 8 players	\$10	<i>Magic: The Gathering Booster Drafts</i>

The format for this tournament is Booster Draft. For deck construction each player will receive three Boosters to with which to draft and construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

Anytime we have 8 players \$20 *Magic: The Gathering Sealed Deck*

The format for this tournament is Ravnica Block Limited (Sealed Deck). For deck construction each player will receive one Tournament Pack and two Boosters to with which to construct a deck to play in the tournament. (8 players required to run this event: REL-1, 8K)

COMPUTER GAMING

Computer Gaming at Dragon*Con is going through a few changes this year, but you can count on us having the most exciting new titles for you gaming pleasure; not to mention a few surprises we have in the works.

GAMING PANEL PROGRAMMING

This year Dragon*Con will host more than twenty panels on all facets of gaming. There will be a number of panels on LARPs, table top role-playing games, board games, computer gaming and MMORPGs – including *EverQuest*, *World of Warcraft*, *Anarchy Online* and *Age of Conan*. There will be scholarly presentations as well presentations from game companies and gamers themselves designed to entertain you, inform you, introduce you to new games, and enhance your gaming experience. Check out the Program guide when you arrive at the convention or join us at the Hilton during the convention for more details.



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SEPTEMBER

LIVE ACTION ROLE-PLAYING GAMES

Live Action Role-Playing Games (LARPs) at Dragon*Con 2006 builds on last year's highly successful convention growing both in the diversity and number of games offered for play. We have many of our returning fan-favorites (Dark ConFrontation, Nightfall's World of Darkness, Gnostica and The Camarilla's Requiem and Ascension games) as well as a host of new LARPs (Lone Star Samurai's 7th Sea, Forest of Doors, Shattered Isles, and Nightfall's Battlestar Galactica). We are also offering not one but two Cthulu-inspired LARP games as well as a chance to experience the Georgia-based Legynds world of high fantasy.

Finally, we also have several "display-only" tables for those LARP games that run continually throughout the year. So, if you want to "live the part" or if you just want to find some information on what exactly Live-Action gaming is, join the LARP division for a fun-filled weekend of gaming.

All events and scheduling are tentative until scenario production and staff scheduling are complete. Dragon*Con reserves the right to modify the availability and/or times of the games being run. Information on the LARP games to be run available at press time are presented below.

Any game-specific questions should be asked directly to the games listed below. For general information, please contact the LARP Director, Wayne Melnick at dragonlarp@bellsouth.net.

Dark ConFrontation at Dragon*Con 2006

Paradigm Shift

For years, Sci-Fi and Fantasy lovers world-wide have gathered, in peculiar places at special times, for that wondrous event – the Convention. They haven't been alone. In the shadows, there are many kinds of Confrontation.

Good versus Evil:

Heroic Wizards do battle with Mad Scientists. Super-Heroes fight for justice. Evil for Fun and Profit ... does exactly what it sounds like.

Human versus Creature:

Dragons, Ghosts, and Werebass stalk the halls, followed by Dragonslayers, Ghostbusters, and people with deep fat fryers.

Epic Struggles over Secret Knowledge:

The vampire-loving activists of PALE fight for Inhuman Rights and Awareness, as the Greater Overlords of Fandom and the Men in Black squelch knowledge of the Paranormal. Mostly Human detectives and reporters dig (sometimes literally) for the truth while occultists and information brokers horde their knowledge, and the Church of Ralph gets everyone too drunk to remember anyway.

Secret Agents, Evil Overlords, Out-of-Work Gangsters, Displaced ETs, Overwhelmed Amnesiacs – an endless list of ne'er-do-wells and do-gooders use the Cons as a backdrop to cloak their mayhem, their machinations, and their murders. The more ordinary madness of Dragon*Con hides a bustle of unseen activity.

But this year, a new fight brews, where once – uncharacteristically, suspiciously – peace existed. Lines are being drawn, sides are being chosen. Mages gather their spellscrolls, vigilantes load their guns, some creatures sharpen fangs and claws, while others load Skillchips and oil servos and joints. The prize is nothing less than to change the world. Who will wind up on top? Mages? Technomancers? Pirates? Ninjas? Join us, and be Confronted.

Dark ConFrontation is a multi-genre live-action role-playing game, set at Dragon*Con itself. Play begins when the convention does, and ends when you go home. Play as much as you like, or as little as you like. You can even play while doing other things at the convention. Dark ConFrontation combines elements of mystery, fantasy, science fiction, and horror, and is known for its friendly staff and irreverent players. We give you everything you need to get started – no experience necessary.

This scenario, *Paradigm Shift*, is limited to 150 players, so we recommend that you pre-register to insure your spot. The discounted pre-registration price is \$20.00 if postmarked by Friday, August 11. After that you may register on-site at Dragon*Con for \$25.00.

For more information, contact:

Handmade Games, 3265 Southern Avenue, Apartment 1, Memphis, TN 38111-4361
(901) 493-5959; www.hmgllarp.com; hmgllarp@hmgllarp.com

Dark ConFrontation. Have you been confronted?



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The Camarilla at Dragon*Con 2006

Mage: The Awakening

Running to the Precipice

The summer of 2006 has been a trying time for the awakened of the United States. First there were the abyssal verges opened across the country flooding major cities with the energies of paradox as the opening salvo in a war launched by the Seers of the Throne. Then came the increased presence of the "demons" that have plagued both mortals and awakened alike with their diabolical schemes. But nothing has been quite as strange as the emergence of the entity known as Precipice who openly claims to be one of the Ananke – spirits created before the fall of Atlantis and tasked with bringing warnings to the awakened when great danger looms.

Even if you are a player new to the game and the setting, come join this event to experience an incredible live-action setting and a truly mind-bending environment using White Wolf's new Mage: The Awakening live-action Mind's Eye Theatre setting. Players will be able to use pre-generated characters that can be played at ICC or at a local game for the next few months, or to create characters for the new Mage The Awakening setting and be integrated into the Awakening chronicle. Contact camstoryteller@white-wolf.com for more information.

This game will run on Sunday afternoon from Noon to 6pm.

The Camarilla at Dragon*Con 2006

Vampire: The Requiem

A terrible discovery brings out the undead of all Clans and Covenants to the vampiric no-man's land of rural South Carolina. The exact nature of this discovery may change the face of the Masquerade and the nature of the Requiem forever as each group competes over its sinister secrets.

If you have any interest in role-playing games of modern horror, costuming, and both social and action-oriented role-playing, come by and sign up to play for this three-night event. Players may bring existing characters from the Camarilla chronicle or characters can be pre-generated for you and will be given background ties, purpose, and goals to fulfill at the games – or you can take it entirely free-form and simply explore the game and the setting. Players new to live-action role-playing and to the *World of Darkness* are specifically invited to experience the setting. Players who choose to continue playing their characters after the Dragon*Con event may continue playing them (or new characters) in the Camarilla's global chronicle, which has chapters almost everywhere in the United States (see camarilla.white-wolf.com) and in many other countries.

The event cost is \$5, and anyone may sign up for a free six-month membership in the Camarilla that enables players to play in any game they want, try out different games (such as *Mage: The Awakening*), and find out more. Contact camstoryteller@white-wolf.com if you have any questions about the game.

Nightfall Productions Presents

Battlestar Galactica LARP at Dragon*Con 2006

At What Cost Humanity?

Humanity is on the run, the fleet is desperate for supplies and the species is on the edge of extinction. *Galactica* is leading what is left of humanity on a desperate flight to find the lost thirteenth colony on a strange planet called Earth in a region of space only Admiral Adama knows of. If the fleet cannot make it, the Cylons will succeed in their plan to wipe out mankind once and for all. At least the last planet the fleet stopped at was able to provide some of the much needed resources for the remains of humanity, and oddly enough children from a terra-forming vessel that had been lost almost a century ago. Perhaps they brought back more than they thought, though. A strange sickness is spreading like wildfire through out the fleet. If a cure is not found soon, nature may succeed where the Cylons failed.

Welcome to Nightfall Production's game set in the new universe of Battlestar Galactica. Come flee with the fleet as it tries to survive the next Cylon attack. Struggle with hard decisions as you shape a society that will survive these terrible times. Listen to Adama's orders and maybe you can be the hero of the fleet...or its destruction.

Cost of play is \$10. If you play one or more nights of the Nightfall Productions' World of Darkness game (also running at Dragon*Con 2006), then the cost to play the Battlestar Galactica LARP is reduced to \$5. This game will run from Noon to 6pm on Sunday afternoon.

If you are interested in pre-registering for the game, reserving a "named" or custom created character please contact us at NPCNightfall@aol.com or check out our website at www.nightfall-gaming.com.



Nightfall Productions' Continuing Dark Ages World of Darkness Chronicle

How the West Was Truly Won

It is the age of America's fractitious youth. The North and South bicker over states' rights and slavery in the courtroom, the politician's parlor, and the bars. But that has little meaning out here, past the boundaries of civilization and pretty manners. Out here what matters, is a man, his gun, and his skill to use it. The land is as harsh and unforgiving and the most jaded whore, but the lure of gold, new frontiers, and chance to start again is as seductive as a practiced courtesan. This is the West. All men are equal here until proven otherwise. The Law is what you are strong enough to make it be. How could those who rule the night avoid the lure of such a place? The Kindred of the Sabat and the Camarilla have both rushed to West to carve "kingdoms" of their own from this new land and its rambunctious people. The Garou suffer issues of their own as the white man pushes the Indians further and further to the brink of extinction. Come and live the adventure as we explore *How The West Was Truly Won*, and by who.

Please join Nightfall Productions for our World of Darkness event for Dragon*Con 2006. Admission is \$10.00 per night or \$25.00 for the weekend. For \$30.00 you are welcome to play in both LARP games hosted by Nightfall Productions (World of Darkness and Battlestar Gallactica). If you are a returning player please contact us at NPCNightfall@aol.com BEFORE the game begins. This is not a regular time jump. If you are interested in pre-registering for the game, reserving a "named" or custom created character please contact us at NPCNightfall@aol.com or check out our website at www.nightfall-gaming.com. Additionally you may also join our MUSH on mudmagic for more information and to begin playing before the convention. This will be the fifth event run at Dragon*Con and we look forward to your participation!



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Triskle Entertainment Group presents Gnostica – Roman Style

Apology Aramus

The first century, summer on the Bay of Naples, a seaside villa – an evening banquet. Rome and the Gnostica Council enjoy the heights of their power in history. Immortal Radiant from across the ancient world gather at the villa to pass verdict on Aramus, a Synodic Master, a leader of the Council, for crimes against all Radiant.

Enjoy the dinner, take part in shaping history and do try the figs. They're fresh. Welcome to Gnostica...Roman style.

Join us in this historical one-shot epic of Gnostica, a live-action salon style game of personal divinity, the supernatural and the mythic. Space is limited to only 60 players – please pre-register in advance to ensure your spot by emailing tclancy@bellsouth.net subject line APOLOGY. *Additional Info:* Contact Tim Clancy at tclancy@bellsouth.net, Yahoo Groups: Gnostica-magnolia or www.gnostica.biz.

Style: Apology Aramus is a salon style LARP focusing on story, intrigue and interpersonal interactions – it is not combat heavy.

Fee: \$15 for pre-reg by August 1st or \$20 at the desk. Registration includes free attendance to Sunday's Gnostica MMLARP Campaign Game (otherwise \$5), light snacks and refreshments served at the game and basic costuming if you have none. Money back if you're not completely satisfied.

Characters: All players receive a pre-created character packet with all the information you need to jump into one of the epic roles available for play and can be picked up at the convention or emailed prior to the game. A limited number of NPCs are available to play at no charge.

Costuming: Costuming to the ancient period (any culture) is strongly encouraged. Basic costuming will be provided at the door.

Time: The game runs from noon to 6pm on Saturday, location to be announced.

Triskle Entertainment Group presents Gnostica MMLARP – The Magnolia Campaign

A Night At The Asylum

The New Milledgeville Asylum is normally off limits to supernatural creatures – the immortals who call it home are guarded and wary of outsiders. Which is why a recent invitation from the Asylum to Radiant across the Southeast is received with curiosity and intrigue. For one night the Asylum will be neutral ground, and all immortals regardless of faction are invited to enjoy an evening's relaxation provided by the resident Radiant.

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www.TableStarGames.com

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The inmates are running the asylum – and you're invited to attend.

Join us in the ongoing plotlines of the second season of the Magnolia Campaign in Atlanta. Space is limited to only 60 players – please pre-register by August 1st to ensure your spot by emailing tlancy@bellsouth.net subject line MAGNOLIA. You can even get involved ahead of time – games run every 3rd Saturday of the month in Atlanta, GA. Additional Info: Contact Tim Clancy tlancy@bellsouth.net, Yahoo Groups: Gnostica-magnolia or www.gnostica.biz.

Style: The Magnolia Campaign runs on the Gnostica system, a LARP salon style game of personal divinity, immortal creatures and the supernatural. A Night at the Asylum focuses on story, intrigue and interpersonal interactions – it is not combat heavy. There will be no killing-blows allowed at the game.

Fee: \$5 at the door (or free if you played in *Apology Aramus* on Saturday). Money back if you're not completely satisfied. Light snacks and refreshments are provided.

Characters: Pre-made characters already integrated into the ongoing plot are available to first time players. Gnostica MMLARP members can bring their sanctioned characters.

Costuming: Costuming is strongly encouraged – Radiant can be from any culture or historical period representing any belief system, myth, superstition or fashion trend – and there's always the 'residents' of the Asylum. Get creative!

Time: The game runs from noon to 6pm on Sunday, location to be announced.



52

DRAGON
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Lone Star Samurai 7th Sea LARP

Swashbuckler Soiree

Welcome all pirates, musketeers, adventures, explorers to the world of the 7th Sea. The family of Villanova cordially invites you to his extravagant island estate. This is an event that always proves to be exciting. Be there as another gathering goes into the history books as THE event of the year. Come experience swashbuckling adventure at its finest, as we join one of the most villainous merchant princes as he hosts a gala that will certainly include a very dynamic cast of characters. What plots will unfold? What role will you play? Will you be the gentleman pirate, the mysterious sorcerer, the respectful musketeer, or the opportunistic cutthroat?

The setting: Villanova's estate. The date: 1669. The heroes/villains: You.

LoneStar Samurai can be found on the web at www.lonestarsamurai.com please contact gamemaster@lonestarsamurai.com for all pre-registration information. The attendance fee is only \$5 during pre-registration and \$10 dollars at the door.

Our system for resolution of contested events, is defined in the *Swashbuckling Adventures Rapier Edge* source book, players will add skill and trait and then secretly bid an amount of drama dice. Then the numbers will be calculated then the winner will use what he/she bid and the loser will lose half.

The game will be run Saturday from Noon to 6pm.

Forest of Doors LARP

In the Tent of the Merchant Prince

Once, each world thought it was alone; a solitary figure or even the center of the universe. They were wrong. One by one they stumbled upon doors in hallways and under branches of trees or even set into the mountains. When they open those doors and step to the other side was when the real adventure began.

However, not all come with peace in their hearts to this gathering. Some would see the festivities disrupted and others are coming to deliver a message that will not soon be forgotten.

Forest of Doors is Atlanta's newest fantasy LARP dedicated to providing an entertaining and innovative experience for all of its players. Regular games are a full contact "boffer" LARP but this event will be strictly non-combat for safety purpose. Players who are new to either LARPing or contact LARPing are especially encouraged to join our event. This event will also be an in continuity event during which regular players may bring their characters and earn experience. Also people playing for the first time may earn experience to bring back to the ongoing game. Our setting is unique both for its innovative approach to magic but also because our fantasy game takes its roots from C.S. Lewis and traditional folklore rather than the J.R.R. Tolkien basis that other fantasy LARPs have been traditionally based.



The game emphasizes role-playing over combat and our environment is friendly to new players. Pre-generated characters will be available but you can also make any sort of character you wish. Costuming is encouraged for this event but is not required.

Game times will be on Sunday afternoon with specific times to be forthcoming soon on our website. The event cost is \$10 at the door or \$5 for those that pre-register. Check out our website at www.forestofdoors.com for more information.

Lurking Fear Productions Presents
A LARP in the Chaotic Fluidity Live Action Role-Playing System

The Song of the Abyss
Join Lurking Fear Productions in a weekend of live action Lovecraftian horror created exclusively for Dragon*Con members.

Lurking Fear Productions is an independently owned live action roleplaying studio committed to providing games of quality horror based upon the Cthulhu Mythos. Through the use of the original Chaotic Fluidity Live Action Roleplaying System, Lurking Fear Productions runs several salon-style live action roleplaying events each year. Each venue, game and setting is unique and comprehensive, with a strong attention to detail.

The Song of the Abyss was created exclusively for Dragon*Con and will run from Saturday at noon until Sunday night. Cost is \$15 per player and players may portray pre-generated characters that come equipped with backgrounds, goals and relationships to other characters, or may create their own character for customization. Please visit the Lurking Fear Productions website at www.wonderlandclothing.com/lurkingfear for more information.

MINIATURES

Miniatures gaming at Dragon*Con should have something for everyone. You'll find all the most popular titles and genres, from large scale battles to squad level skirmishes, from historical simulations to fantastic clashes between monsters and mages. For those of you looking for something new, don't despair, we'll also have a variety of unusual and interesting games being demonstrated. In fact, Wizards of the Coast will be sponsoring a tournament for their newest miniatures title, *Dreamblade* so come on out and see what all the fuss is about. We'll be offering a wide range of tournaments, leagues, scenarios and demos, so be sure to check the Dragon*Con web page for the latest offerings and news!

Dragon*Con Dreamblade Miniatures Events

Date	Time	Cost	Event Info
Sept. 2 nd	11:00 AM	\$15	Dragon*Con 10K Dreamblade Miniatures Event – \$10,000

\$10,000 in prizes to the top finishers.

The 10K event is a one-day Swiss tournament with a top 4 cut that gives out the \$10,000 USD in prizes to the players, Dreamblade product prizes, and Dreamblade Rewards points. T-shirts for all competitors as well.

The format is Dreamblade Constructed. The entry fee is \$15.00 per player

You may register onsite in the gaming hall in the Hilton. Registration closes at 10:45AM on Saturday September 2nd at Dragon*Con. Information may be subject to change.

Sept. 3 rd	11:00 AM	\$15	Dragon*Con 1K Dreamblade Miniatures Event – \$1,000
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\$1,000 in prizes to the top finishers.

The 1K event is a one-day Swiss tournament with a top 4 cut that gives out Top-4 pins to the players, \$500 to first place, \$300 to second place, \$100 to 3rd and 4th place, Dreamblade product prizes 5th to 16th place, and Dreamblade Rewards points.

The format is Dreamblade Constructed. The entry fee is \$15.00 per player

You may register onsite in the gaming hall in the Hilton. Registration closes at 10:45AM on Sunday September 3rd at Dragon*Con. Information may be subject to change.

For more information about Dreamblade Miniatures visit www.wizards.com/dreamblade



ROLEPLAYING

Dragon*Con will be offering a wide selection of Role Playing Games from a variety of game systems including new systems run by their developers. A sample of systems we have so far: BESM, Gurps, Shadworun, Star Wars, Shadowrun, Sluggy Freelance and of course D&D. And this year there will be the 'Room of Cheese'. The Cheese Grinder returns with the addition of the DND Arena to allow players/victims the chance to test their characters before facing the full power of the Cheese.

RPGA ROLEPLAYING GAMES

RPGA gaming at Dragon*Con 2006 continues to offer a bonanza of great events! Once again, Dragon*Con 2006 will serve as the Extended Premiere Site for GenCon Indy 2006 on the East Coast! That's right. This year's Dragon*Con will be offering all of the same Living Greyhawk and Mark of Heroes events as GenCon Indy 2006, including both of the special GenCon-only events for those campaigns. We will have 20 events representing 4 "living" campaigns. At least 3 of these events will be first-run premieres, including a Living Greyhawk Gran March regional module, a Living Greyhawk Gran March regional Introductory module, and a Living Death scenario. Featured this year will be a Living Greyhawk Dungeon Delve, using Dwarven Forge tiles, with a story that builds on the plots from the battle interactives from the last two years and the Gran March regional story line "Outsiders In." We will also be offering 7 Extended Premiere events made up from 4 Living Greyhawk Core scenarios and 3 Mark of Heroes scenarios. In addition to the premier Gran March regional scenario, we will also present all of the Year Six Gran March regional modules and the two Year Five Gran March regional modules that premiered after last year's Dragon*Con. We hope that this year will offer all the number and variety of RPGA games that you have come to expect from us!

All events and scheduling are tentative until scenario production and staff scheduling are complete.

In the Depths of Haradaragh

Living Greyhawk Dungeon Delve

Sessions: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14

"The plagues of Haradaragh have been put to rest and the githyanki invaders driven off or in hiding. Now Syrloch and Knight Colonel Thero'kay have been charged with divining the nature of the city and its value to Gran March. The government knows when to deploy a Battle and when to send teams more experienced and creative to explore the unknown. To that end the lottery has been reopened and those who have served the Knight Colonel in the past summoned to delve 'In The Depths of Haradaragh.' " A delve for APLs 2-12 making use of Dwarven Forge tiles, so bring a miniature.

Military: TBA

Caravan Duty: TBA

GRM6-06 War of the Undying

Living Greyhawk Regional Premiere

Sessions: 1, 3, 5, 6, 7, 8, 9, 13

A year has passed since the awakening of the Watcher Helerain Brogan and the retrieval of his restless soul from its tomb. Now the Watcher's ancient enemy, the Baklunish lich Feyza Bahun, has been found and Watcher Brogan is calling upon all those who have sworn an oath to destroy the lich to aid him. Finding a lich's lair is difficult enough, but most would question the wisdom of those who voluntarily enter one and expect to leave alive. A Gran March regional adventure for APLs 2-12 and Part Three of the "War of the Undying" series.

Note: This module will be a particular interest to members of the Knights of the Watch, those who have sworn the Oath of the Brogan (in *GRM5-06 Family Fortunes*), and active duty military.

Military: Yes

Living Greyhawk Gran March Intro Premiere

Sessions: 3, 6, 7, 10, 11

TBA



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GRM5-07 Justice Be Done

Living Greyhawk Regional Rerun

Sessions: 1, 4, 7, 10

Each year, young men and women from across Gran March mark their 15th birthdays and await the arrival of Mustering Day with a mixture of anticipation and dread. Everyone, from the poorest commoner to the richest nobleman, understands the necessity of serving Commandant and Country. The idea that an entire village would refuse to send its children to the Army is simply unthinkable. And yet, that is exactly the situation that you are being asked to investigate. A Gran March regional adventure for APLs 2-8.

Military: Yes

GRM5-08 Up a Winding Stair

Living Greyhawk Regional Rerun

Sessions: 2, 5, 8, 11

Rumor of several epidemics spreading through the northeastern Gran March have reached the ears of the Hospitalers and temples in Hookhill. A call has gone out in Hookhill for healers and adventurers of all kind to attend a convocation to investigate the strange plagues and put a stop to them. A Gran March regional adventure for APLs 6-12, and Part Three of the "Outsiders In" series.

Military: Yes

GRM6-01 All That Is Secret and Hidden

Living Greyhawk Regional Rerun

Sessions: 3, 6, 9, 12

Earthquakes, massive sinkholes and an invasion by giant forces in the last year have left Shibolet bloodied and nearly broken. Volunteers have come to clear away wreckage and death while an army rides to help. But not everyone is in Shibolet to help. Some who have been there for millennia are visiting for the first time. Some secrets, once released, were never contained. A Gran March regional adventure for APLs 2-12, and Part 2 of the "Shattered Reflection" series.

Note: This adventure will be of particular interest to Gran March military PCs, members of the Church of Pholtus, and members of the Corporation.

Military: Yes

GRM6-02 Family Values

Living Greyhawk Regional Rerun

Sessions: 4, 7, 10, 13

The Nackel gnomes have gone missing in Shibolet and their sister and mother want your help in finding them, but can anyone find anything in the rubble of Shibolet? Apparently someone can, as the gnomes' trail leads to a newly erected gladiatorial coliseum, an infiltration of Baklunish spies, and the mystery of who murdered their father six years ago. A Gran March regional adventure for APLs 2-12, and part 2 of the "War of the Undying" series.

Note: This adventure will be of particular interest to members of The Corporation, Followers of Kord and those holding the Promise to the Nackel Gnomes from *GRM5-06 Family Fortunes*.

Military: Yes

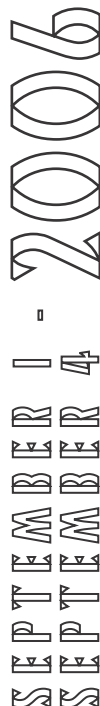
GRM6-03 Crystal Clear

Living Greyhawk Regional Rerun

Sessions: 2, 5, 8, 11, 14

The trail of the Vecna followers and their undead army was lost in the Dim Forest. This army has now been found again and the forces are building. You are asked to go behind the lines to help stop this army once and for all before a great showdown between the military and the great evil. A Gran March regional adventure for APLs 6-12 and the Final Part of the "Occluded Whispers" series. It is strongly recommended that participating PCs have played at least one of the two previous adventures in this series.

Note: This adventure will be of particular interest to Gran March Army PCs and Members of the Shadowhunters.



GRM6-04 Curtains Drawn Around

Living Greyhawk Regional Rerun

Sessions: 3, 6, 9, 12, 14

Watcher Corum Valtier has been kidnapped by some unknown enemy of Gran March masquerading as a fellow knight. The fiend has brazenly called out the Knights of the Watch, the Church of Heironeous, and heroes of Gran March at large challenging them to catch him if they can. Following the creature's trail should be no problem as it begins a cross country trek from Orlane to points east leaving a trail of chaos in its wake. Catching it and rescuing Valtier, however, may prove more challenging. A Gran March regional adventure for APLs 6-12, and Part Three of the "Outsiders In" series.

Note: This module will be of significant interest to members of the Knights of the Watch, Church of Heironeous, and those who have participated in the other elements of the Outsiders In story arc (*GRM5-01 The Commandant's Parlor*, *GRM5-04IN The Lich Queen's Vengeance*, *GRM5-08 Up a Winding Stair*).

Military: Yes

GRM6-05 The Trouble with Weeds

Living Greyhawk Regional Rerun

Sessions: 4, 7, 10, 13

They say that vineyard in Orlane is haunted, but the Gran March army says it isn't so. Adventurers wanting to test their mettle are now flocking back to Orlane to kill undead. Will your group of adventurers find out the truth? A Gran March regional adventure for APLs 6-12, and the epilogue of the *Shadow, Sun, and Sword* Series.

Note: This adventure will be of particular interest to wizards and druids.

Military: Yes

CORS6-03 Shadows of the Dread Spiral

Living Greyhawk Core-Special Extended Premiere

Sessions: 2, 4, 6, 7, 9, 13

A tainted soul seeking redemption draws your attentions to the foreboding Yatil Mountains. Within its hidden recesses lies the Forgotten Temple of Tharizdun, and there, a terrible labor lost in time begins anew, as the veil between worlds grows thin, and a threat more perilous than all others reaches out to touch the other side. This adventure is divided up into two levels of play (low level and high level); each player may only participate in one of them. A challenging special adventure for characters levels 1-15 (APLs 2-16).

COR6-10 Murder in Elmshire

Living Greyhawk Core Extended Premiere

Sessions: 1, 7, 10, 12

An embattled plea from a halfling village leads to dark secrets. What has happened to the poor citizens of this quiet community along the Lake of Unknown Depths? A one-round Core adventure set in the Domain of Greyhawk for characters level 1-11 (APLs 2-8).

COR6-11 Return to the Stormtower

Living Greyhawk Core Extended Premiere

Sessions: 2, 8, 9, 13

Five years ago, a dwarven artisan and a cleric of Fharlanghn were stranded on the shores of the Pomarj. These two unfortunates have been presumed dead for years. New information has revealed they are alive in a mysterious keep called the Storm Tower and may be in great danger. Brave heroes are needed to venture into the Pomarj and bring them home. A one-round core adventure for character levels 1-15 (APLs 2 to 12).

COR6-12 Calm Before the Storm

Living Greyhawk Core Extended Premiere

Sessions: 3, 5, 11, 12, 14

Tension is high in and around Safeton since the brutal attack on Narwell. The Pomarj is a flurry of activity and the high seas have once again become rife with danger. Whisperings of the Mak



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making his move, numerous disappearances in the middle of the night, and most disturbing of all, the sighting of ships sailing the yellow flags has the entire region on edge. A one-round Core adventure set in the Wild Coast and the Orchi's Empire of the Pomarj for characters level 1-15 (APLs 2-12).

XMH-4 Martra's Black Matter

Mark of Heroes Special Extended Premiere

Sessions: 1, 4, 7, 10, 13

Matron Martra's family has some deep dark secrets – the kind of secrets that some kill to keep, and other kill to find out. And that's why the Union takes the ransom note that offers trade her life for the secrets of the plaguewind with grave seriousness.

EMH-14 House of Madness

Mark of Heroes Extended Premiere

Sessions: 2, 5, 8, 11, 14

Aehion Haytpear, decedent of the Dreambreaker, has fled Wroat in possession of the Delirium Stone and threatens to become one of the greatest threats since the Aberrant Lords of old, despite having been slain by the Diggers' Union once already. Now you must end the threat that you began, before madness finds its way home.

EMH-15 Price of Protection

Mark of Heroes Extended Premiere

Sessions: 3, 6, 9, 12

A paranoid professor needs a few Diggers to guard an artifact. The pay is well over the norm and the dangers the professor perceives are likely all in her head; it's easy money...maybe too easy.

Living Death Premiere – Equinox

Sessions: 2, 5, 10, 13

It is the autumn of 1899 and the century is just months from its close. Based on information obtained by the Society of the White Rose almost a year ago, you have once again returned to the Southeastern United States. The Society now believes it has a chance to end the threat of Dr. John and Sweet Medicine for good here and now. You have been asked to be in Atlanta, Georgia on one of the two moments in the year when day and night are of equal length. Your actions will determine whether the light will shine bright or whether it will be swallowed by the shadows once and for all. A one-round 3.5 Edition Living Death Adventure for Characters of Mid and High levels possessing no Unfavorable White Rose Notice Certificates. Prior Experience with *The Voodoo Saga* is preferred, but not required.

Living Arcanis

Sessions: 3, 5, 8, 11, 13

TBA

Living Arcanis

Sessions: 1, 4, 6, 7, 10, 14

TBA



RPGA EVENTS GRID

	Friday				Saturday				Sunday				Monday	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
LG Intro Mod			X			X	X			X	X			
LG Dungeon Delve	X	X	X	X	X	X	X	X	X	X	X	X	X	X
LG COR6-10 Murders in Elmshire (EPS)	X						X			X		X		
LG COR6-11 Return to Stormtower (EPS)		X						X	X				X	
LG COR6-12 Calm Before the Storm (EPS)			X		X						X	X		X
LG CORS6-03 Shadows of the Dread Spiral (EPS)		X		X		X	X		X				X	
LG GRM6-06 War of the Undying (Premiere)	X		X		X	X	X	X	X				X	
LG GRM6-05 The Trouble With Weeds				X			X			X			X	
LG GRM6-04 Curtains Drawn Around			X			X			X			X		X
LG GRM6-03 Crystal Clear		X			X			X			X			X
LG GRM6-02 Family Values				X			X			X			X	
LG GRM6-01 All That is Secret and Hidden			X			X			X			X		
LG GRM5-08 Up a Winding Stair		X			X			X			X			
LG GRM5-07 Justice Be Done	X			X			X			X				
MoH XMH-4 Martra's Black Matter - Special (EPS)	X			X			X			X			X	
MoH EMH-14 House of Madness (EPS)		X			X			X			X			X
MoH EMH-15 Price of Protection (EPS)			X			X			X			X		
LA Module			X		X			X			X		X	
LA Module	X			X		X	X			X				X
LD Equinox (Premiere)		X			X					X			X	

X = Event offered in that slot. EPS = GenCon Indy 2006 Extended Premiere Event

The background of the entire page is a detailed, painterly illustration. It depicts a fantastical scene with a large, dark, winged dragon-like creature in the center, surrounded by various magical elements, including glowing orbs, a large skull-like face on the left, and a complex, crystalline structure on the right. The color palette is rich with purples, blues, oranges, and yellows.

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